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Use any one of 28 different mutilating moves to divide and conquer the defiant demons, bloodthirsty beasts and overzealous zombies.



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A bloody good time in jolly old London.

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AUDIT BUREAU OF CIRCULATIONS ABC AUDIT & MEMBERSHIP APPLIED FOR **BPA INTERNATIONAL BPA AUDIT & MEMBERSHIP APPLIED FOR** ISSN# 1092-7212

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Question; Can Nintendo release one first-party game this November and sell over a million copies right out of the gate... more than any 2-5 PS or SS games combined... on cartridge? That's more than FF7 is projected to sell nationwide in its entirety.

A forgotten format in Japan, US gamers obviously beg to differ as we alone have become the Nintendo nation, embracing the Nintendo 64 and the car-

tridge format to an astonishing degree. Recently, at the first annual Nintendo Gamers Summit, we had the pleasure of viewing the game Nintendo says will do just that, Diddy Kong Racing. That's right, the current cutting-edge CD system, loaded with high quality software, an exclusive deal with Square (the worlds richest game maker), and a low price tag can be simply put down by a cartridge system with no current hit RPG, no Action RPG, and no Capcom or Namco fighter. Yep. And it's been out half as long. This question I pose to you because recently it was asked of me. Is it quality over quantity? Or perhaps it's simply because Sony has not had sufficient time to invade the American psyche. Nintendo brought games back, ruled the 8bit world; they control the portable gaming world, and fought a well publicized battle with Sega in the 16-bit wars. Sony just got here. But still I find this peculiar. What about Crash 2, Tomb Raider 2, and Final Fantasy 7? How is it that these deep exquisite games loaded with intrigue, drama, action and everything in between can be thwarted by furry little creatures in cute little vehicles dashing madly about to the zany goodness of cartridge tunes? Not to take anything away from DKR, it's amazing.

Personally, I love all 3 current consoles

"I dig any company that can kick this much butt for this manv vears"

and couldn't live without any one. But here's the key. If I was 15 and I walked into the toy shop with Mom... you know what I'd be walking out with... a Nintendo 64. Little Jimmy is only getting 5-10 games a year, so Nintendo is right on target for him. On the other hand Nintendo grabs a huge helping of the enthusiast market as well by resurrecting the legendary softs we grew up with, like Mario, F-Zero, StarFox, Metroid, and Zelda.

> In Japan the entire gaming public seems enthusiast-based where in America much of the gaming public views it as one of many hobbies. That's my explanation, but I suppose only you really know the true answer.

I'll tell you one thing: Sony has begun to build what Nintendo did many years ago. FF7 has had a major impact, selling in record numbers all over the country and Crash 2, well, it's something special. And Sega... well, I could tell you what Sega's got cookin', but then I'd have to move to China. Trust me, the fun's just starting. As for Nintendo, well, I dig my N64 and any company that can kick this much butt for this many years. I guess that about sums it up.

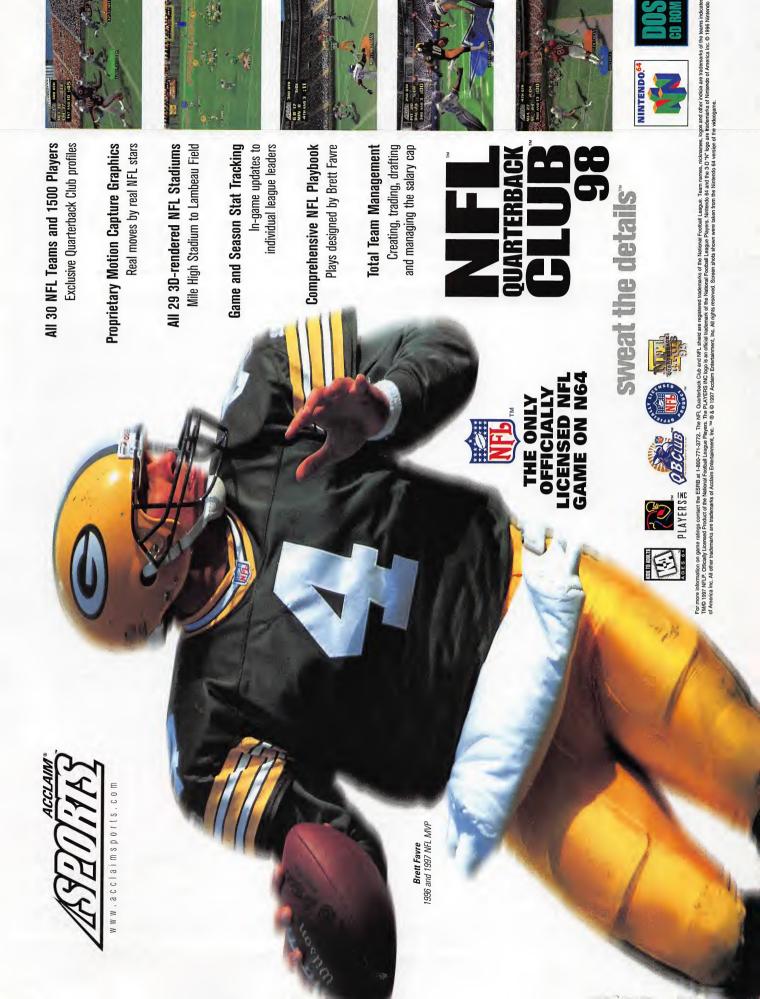
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IGOES O TO 60 IN 4.5 SECONDS

DEPENDING ON YOUR ARM."

Ben "Smasher" Jackson



You've been warned.



SAVE THE GAS MONEY.

THIS BABY RUNS ON ADRENALINE YOUR ADRENALINE



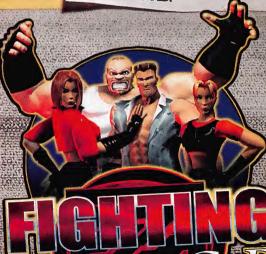
BECAUSE POST-MILLENNIUM MAYHEM HAS STRUCK

AND IT'S GONNA TAKE MORE THAN A SEMI-AUTOMATIC TO SURVIVE THESE 3D MEAN STREETS, SUBWAYS AND

SCUM-FILLED CITY PARKS.

WHERE FIGHTING THE CROWDS HAS A SLIGHTLY DIFFERENT MEANING.

JUST KEEP YOUR EYES PEELED, BECAUSE ONE GOOD THROW AND YOU'RE OUT. COLD.





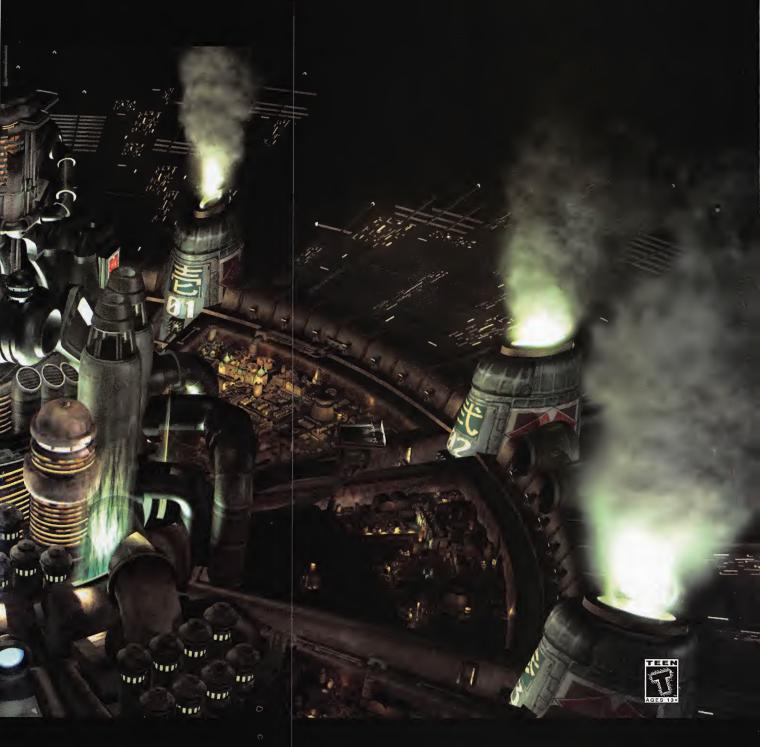


It's to a human what





headlights are to a deer.



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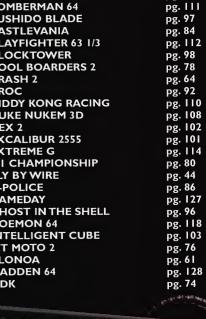








BLASTO BOMBERMAN 64 BUSHIDO BLADE CASTLEVANIA CLAYFIGHTER 63 1/3 CLOCKTOWER COOL BOARDERS 2 CRASH 2 CROC DIDDY KONG RACING **DUKE NUKEM 3D** GEX 2 **EXCALIBUR 2555 EXTREME G** F-I CHAMPIONSHIP **FLY BY WIRE G-POLICE GAMEDAY GHOST IN THE SHELL GOEMON 64 INTELLIGENT CUBE** JET MOTO 2 KLONOA **MADDEN 64** MDK



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MEGAMAN NEO pg. 68 pg. 106 **MEGAMAN X4** MESSIAH pg. 45 MK MYTHOLOGIES pg. 101 NHL 98 NHL BREAKAWAY pg. 129 pg. 131 NHL FACE OFF NUCLEAR STRIKE pg. 130 pg. pg. 102 ONE PANDEMONIUM 2 PARAPPA THE RAPPER pg. 103 pg. **POINT BLANK** pg. 94 **POWERSLAVE 2** pg. 100 **QUAKE** pg. 109 QUARTERBACK CLUB 98 pg. 126 RESIDENT EVIL 2 SAMURAI SHODOWN RPG SAN FRANCISCO RUSH SEGA TOURING CAR pg. 54 pg. 138 pg. 122 pg. 105 **SHADOW MASTER** pg. 56 SHIPWRECKERS SONIC JAM pg. 72 pg. 104 STREET FIGHTER EX pg. 88 **TEST DRIVE 4** pg. 70 pg. 48 **TOMB RAIDER 2** TOP GEAR RALLY pg. 116 wcw

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Tomb: Raider 2 name, character likeness(s) and stylized logo are ™ and property of Core/Eidos © 1997.



MEET MAMIRA.

SHE'LL BREAK
YOUR HEART.

CRUSH YOUR BOMES.

KICK YOU INTO
A LAVA PIT.

THEN SHE'LL SMEER
AT YOUR WEAPON.

(And she's one of the nice ones.)



It's Mace - The Dark Age. The most graphically stunning 3D fighting game to ever come home. In fact, Next Generation says, Mace is well on its way to being the best 3-D fighting game for Nintendo 64". There are 10 death-seeking adversaries, two devilishly difficult bosses and seven hidden characters. Each one with a deadly weapon or two and so many moves and combos that you'll need a high pain threshold just to watch. A word to the wise: if you're getting your face kicked in, we suggest you hit the 3-D Dodge Button—it might just save your butt. Not to mention your life.



EVERYTHING'S A WEAPON.

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BESIDES DANGER AND INTRIGUE,

TREASURES OF THE DEEP

OFFERS SOMETHING
THAT'S BEEN LACKING
IN ACTION/ADVENTURE
GAMES.

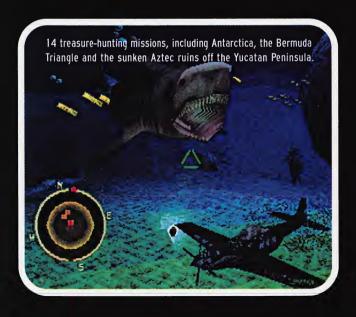


hat's the missing ingredient from action and adventure games? Salt water. *Treasures of the Deep™* places you in the role of Jack Runyan, ex-Navy Seal. Your global treasure trek whisks you from the shark-infested Great Barrier Reef to the foreboding abyss of the Mariana Trench. You'll utilize lethal high-tech weaponry and submersibles as you explore sunken ships, battle sea monsters and thwart terrorists. Grab your scuba gear. It's time to dive into danger.



Your underwater hardware is 100% high-tech: robotic vehicles, homing torpedoes and heat seeking mines are all at your disposal.

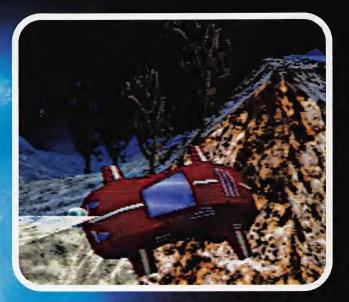
ACTION AND







The most striking 3-D world in all of game-dom. Beautiful sea creatures propel themselves with polygon perfection.



Pilot 8 state-of-the-art submersibles. Amass your fortune and trade up from a USN RV-1 mini-sub to a deadly Viper attack sub.

ADVENTURE.

Explore mysterious wrecks, retrieve a lost satellite, defuse a nuclear warhead, then treat yourself to some alligator shoes.

TREASURES OF DEEP

THIS TIME, YOU'RE IN OVER YOUR HEAD.







0 Most Wa TIME 00'34"56 Mario Kart 64 ADERS' TOP TEN

FOR THE WEEK ENDING 7/30/97

READERS' TOP TEN

- 6. Wild Arms PS
- 7. Shining Holy Ark Saturn
- 8. Jet Moto PS
- 9. Vandal Hearts PS
- 10. *Mario 64 -* N64

READERS' MOST WANTED

1. Final Fantasy VII - PS

1. *Mario Kart 64* - N64

2. Resident Evil - PS 3. Tomb Raider - PS

4. Star Fox 64 - N64

5. Tekken 3 - Arcade

- 2. Zelda 64 N64
- 3. Resident Evil 2 PS
- 4. Tomb Raider 2 PS
- 5. Metal Gear Solid PS



6. Castlevania SOTN -

🥆 7. *Jet Moto 2 -* PS

8. Goldeneve - N64

9. *Grandia -* Saturn

10. Clock Tower - PS

GAMEFAN EDITOR'S TOP TEN



- Final Fantasy VII PS
 Silhouette Mirage Saturn
- 3. Crash 2 PS
- 4. Klonoa of the Wind PS
- 5. Mischief Makers N64
- 6. Goemon 64 N64
- 7. Castlevania:SOTN PS
- 8. MegaMan Neo PS
- 9. Street Fighter EX Plus α PS
- 10. Extreme G N64



- 2. Marvel Super Heroes PS 3. Goldeneye - N64 4. Point Blank - PS

- 5. Nightmare Creatures PS
- 6. Bio Hazard 2 (demo) PS
- 7. Clock Tower PS
- 8. Sega Ages Saturn
- 9. Croc PS
- 10. MegaMan X4 PS



- 1. Final Fantasy Tactics PS
- 2. Final Fantasy VII PS
- 3. Virus Saturn
- 4. Castlevania: SOTN- PS
- 5. Klonoa of the Wind PS
- 6. Langrisser IV Saturn
- 7. Kowloon's Gate PS
- 8. Alundra PS
- 9. Star Ocean Super Famicom
- 10. Policenauts Saturn



- 1. Bio Hazard 2 (demo) PS 2. SFIII 2nd Impact - Arcade
- 3. Samurai Spirits RPG Neo•CD
- 4. Klonoa of the Wind PS
- 5. Gradius Gaiden PS
- 6. Rockman Dash PS 7. Evangelion: Kotetsu no Girlfriend - PC 8. Pocket Fighter - PS
- 9. Final Fantasy VII International PS 10. Street Fighter Collection - SS

- 1. Final Fantasy VII- PS
- 2. Abe's Oddvsee PS
- 3. Grandia Demo Saturn
- 4. Tomb Raider 2 PS
- 5. Crash 2 PS
- 6. Silhouette Mirage Saturn
- 7. Mischief Makers N64
- 8. Street Fighter EX Plus α PS
- 9. Time Crisis PS
- 10. Quake Saturn



- 1. Final Fantasy VII PS
- 2. Goldeneye N64
- 3. Goemon 64 N64
- 4. MegaMan X4 Saturn
- 5. Gun Bullet PS
- 6. Formula One CE PS
- 7. Street Fighter EX Plus α PS
- 8. Tetrisphere N64
- 9. Last Bronx Saturn
- 10. Katochan Kenchan PCE.

CHOICE! ENTER TODAY! All you have to do to enter the drawing is write down a list of your top

In Diavoritie games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to: GAMEFAN TOP TEN, 5137 Clareton Dr., Suite 210 Agoura Hills, CA 91301

GameBoy

Second Priz

Your choice of one of the Picks of the Month in Viewpoint.

A FREE year of GameFan! The best magazine in the universe!

Congratulations to last month's winners:

First Prize: Anthony Ramirez, Chicago, IL

Second Prize: Ryan Lee, Boling Brook, IL Third Prize: Anton Cunningham, Maplewood, NJ

Drawing is limited to One (1) entry per person per month. Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page. For a complete list of rules and regulations write: GameFan Top Ten with self addressed & stamped envelope.

DEVELOPER'S TOP TEN

- 1. Mario 64 N64
- 2. Netrek Unix/X- Windows Freeware
- 3. Ultima V C-64
- 4. Pirates! C-64
- 5. Waverace 64 N64
- 6. F-19 Stealth Fighter PC
- 7. System Shock PC
- 8. MAME PC Freeware
- 9. Space Taxi C-64
 - 10. Corncob 3D PC Shareware

This Month's Guest: Ezra Dreisbach (Lobotomy Software) Insanely Talented Programmer



YOU SEE A NEW ADVENTURE HERO.



NEW SET OF LUGGAGE.













VIVOLETICE WILLER

And so am I! Welcome to the return of THE WALL! Once again the call goes out you perspiring artists everywhere. So send in your latest creation and maybe, just may display it here for all the world (well, a bunch of people) to see. This time around we'd out cool anime and game based wall scrolls (hey, art for art!) to the top 2 works a fill month. So there it is. Have at it then.

Dallas Ragon's latest work of art depicts his love for SD Capcom characters which he's managed to er, mold, shall we say, explicitly. Here kitty, kitty... Wall scroll number 2!



More FF7 from the infamous Marian Churchland of Vancouver, Canada. Marian's latest installment of "Silk" looks great. We'll print more work by this inspired "dudette" next month.

...And the Winners are...

Even though he's matured the entire cast. "Tommy," boyfriend of Mindy Mendez, New York, NY. shows awesome technique and much skill with his own depiction of FF7.





Luis Erausquin also has FF7 on his mind... (Who doesn't? Nice and moody, keep up the good work Lui!

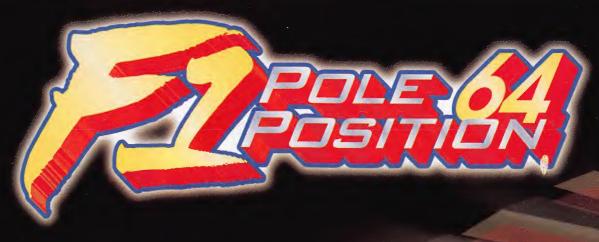


Looks like
Spawn is pretty
pissed off about
something! Luis
Erausquin,
Alexandria, VA,
knows what VG
Mag to buy. That's
right baby!
RESPECT!





Dallas has a fan in Jordan Cook, Liberty, MS. Very cool. Definitely a manga fan!



The ONLY Racing Simulation for the N64 is Coming this October!

16 Tracks, 22 Drivers, 11 cars...Pure Pulse-pounding Formula One Action!

www.ubisoft.com







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DIENEP'S ction Game

Zeus has answered your prayers. And now, it's time to take your place among the gods in this hot new PlayStation™ game console adventure. Explore three worlds of 3-D gameplay right out of Disney's Hercules movie-with the original character voices, sound effects and music. Mangle monsters like Hydra and the Cyclops. Terminate the Titans. Save Thebes from a hostile takeover. Hey, this game can make you immortal!







Includes special five-color disc.







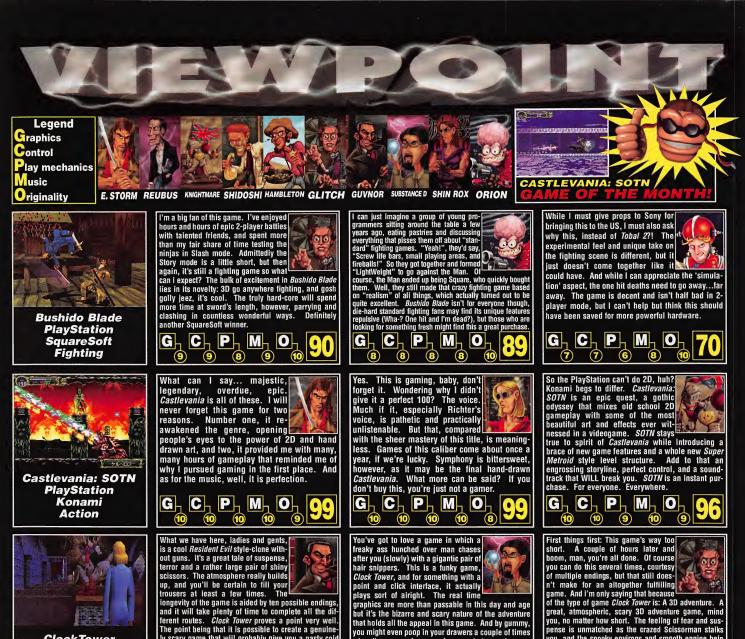
Also available on PC CD-ROM.



INTERactive

www.vie.com/hercules









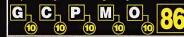
Argonaut's finally made a plat-former, and they've done an amaz-ing job. Though most of *Croc*'s environments are small, the tex-

environments are small, the textures are amazingly sharp and the
gameplay never lets up. A steadily
progressing difficulty level and a
truly lovable character mix with superb boss
encounters, great playability and a wonderful
soundtrack. The game's plenty long, loaded with
secrets and features a constant stream of new
terrain Lemell a sequel terrain. I smell a sequel!



8 79 Croc, the character, is very cool. Croc, the game, is also very cool. I was worried that it would be too short, or have









(8)

(8)

Croc is a cracking game. Pure and simple. Get an analog pad and you're laughing. The gameplay is great, and with visuals like these, only those people with bad eyes, and no taste will complain. There are stacks of dif

(7)

(7)

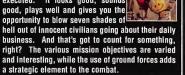
ferent levels with cool baddies to kill, tons of bonus es and furry little Gobbos to rescue. The bosses are a little easy to defeat, but believe me, the end of game dude is rock hard. Sure, it borrows ideas from Crash and Mario64, but it has enough tricks of its own to make It different. Get it now.



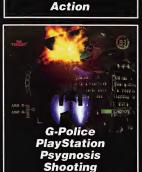
This is a solid, innovative shooter. If iove the controls, especially the up/down hovering commands, and the selection of views is all-encompassing. G-Police is mission-based, which can sometimes speil trouble for shooters, but don't unreal. These discisions are sometimes speil trouble for shooters, but don't worry! These missions are fast and peppered with activity. Spiced up by new situations like urgent messages, random (it would seem) attact warnings, and general cop demands, like scannings the bad guys for hostile intent, I'm interested. The engine is efficient too, using considerable (but not distracting) clipping fade-in to preserve the fps, and the ship models-especially true for your vessel-are spectacular.

P M₋O **(8**) **(8**) (7)

A helicopter flight sim set in a futuristic Blade Runner-style city? I like it! G-Police is a cool concept well executed. It looks good, sounds good, plays well and gives you the opportunity to blow seven shades of







Croc

PlayStation

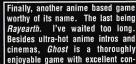
Fox











enjoyable game with excellent con-trol, great level design and a dose of originality in the gameplay dept. that elevates it to a level above the average corridor shooter. The game is also flawlessly produced. It's a little short and a touch repetitive but overall, I highly recommend.



usually suck. In Japan, games based on animes usually suck. Which is why I had low expectations for GITS. Boy was I ever wrong. I guess I should have more faith in Exact. *GITS* is a 3D blaster with a twist—literally. The ability to scale walls and ceilings like a spider adds a new dimension to the action and sets GITS apart from other genre entries. The graphics are smooth and solid, control is tight and the sound is appropriate. It's just

a bit short for my liking.

C, P,

In America, games based on movies



After being suitably dumbfounded by the quality of the anime intro, I was pleasantly surprised to find an immensely playable and polished game. From the makers of Jumping Flash (Exact), GTS lineage is fairly obvious. But what they've done instead of letting you jump to insane heights is even coolerthey allow you craw around on EVERY surface. This rest describes allowed the surface is the surface of the surface



includes walls, ceilings, literally anything, anywhere. Add to this super cool play mechanic a fast and smooth engine with liberal doses of shooting action and you've got yourself one very fine licensed game.





Lost World PlayStation EΔ Action

I am torn apart by Lost World. On the one hand you have the good points: a great concept, excellent graphics, a fantastic soundtrack (better than the movie's-fact!). On the other hand

you have the bad points: frustrating gameplay, poor level design, and some of the most severe control problems I have ever experienced in a platform game. I can appreciate how much effort DreamWorks has put into *Lost World* (it looks great), but with these flaws I'm afraid it's just the kind of game that gives movie licenses a bad name...



Oh Lordy me. What happened? This was shaping up to be a really nice looking, decent playing movie license. In its finished form, however, it has ended up being

isned norm, nowever, it has ended up being a really nice looking, horribly playing move license. In all the revs that we were privy to, we always assumed that the somewhat sloppy feeling collision and control were typical maladies of pre-release versions. Alas, we were literally dumbfounded when we discovered that we could barely make it past the diplodicus bit because of the maddening, ast-browing control. Honestix a Ind (kids are nonna buy ly make it past the diplooticus out decause or the madoening, pad-throwing control. Honestly, a lot of kids are gonna buy this game (or bought, rather) because of the name. DreamWorks certainly has some talented artists, they just need someone who knows a thing or two about fun gameplay.

M

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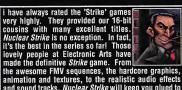
How terribly sad i aml Lost World is not a good game. Sure sure, it looks really nice. Hell, Dreamworks has a beautiful, dare I say seamless engine at work here. Unfortunately it seems as though gameplay is not their forte, not this time around anyway. Lost World just plays poorly. The jumping control is alright, but I despise combat. Not only is the action sluggish during these dino/human melees, it's also plagued by some of the most ridiculous collision around. And the level design, hidden beneath those striking visuals, is uninspired and often sloppy. Mmn...the T-Rex is cool, though. design, hidden beneath tho spired and often sloppy. though. Whoopee.







Nuclear Strike **PlayStation** EΔ Shooting



allimation and examines, to the rearistic audion eneurs and sound tracks, Nuclear Strike will keep you glued to spot for hours. If you like your dictators 'well done,' then rush out immediately, climb into your large choper, and start sending those tiny scumbags back to heli. It's all in days work for the Guvnor...



Nuclear Strike is what every good sequel needs to be and rarely is, better than the first

needs to be and rarely is, better than the first in almost every way. From the upgraded engine to the new missions and the high number of player vehicles to command. Muclear Strike trounces all other Strikes that have come before. The terrain maps are some of the best ever and lend an almost photo-realistic quality to the backdrops. The new, more action-oriented missions are a blast as you protect trains, blow gradar installations, extract troops, and even take to the seas in a whole slew of fun and challenging missions. And once again, the numerous bits of FMV are incredibly well done, lending a perfect, sort of new wave military feeling to the whole affair. For fans of previous Strikes, this one's a no-brainer.



Wow, give this series another sequel and what happens? Perfection gets closer and closer. The first sign of brilliance? Those incredible texture maps. Just like Soviet, the textures in NS are actual military satelitie photos, and they're stunning. Also, the 3D engine pushes a ton of polygons, right down to the smallest vehicles, and maintains a fairly steady frame rate. Best of all (and this is 'cause I play my games more than I look at 'em), Nuclear Strike has an amazing 'active battleffed' system whereby the entire bal-

amazing 'active battleffeld' system whereby the entire bat-tlefield, whether it be a militla force or a lowly grunt, is ALWAY'S on the move. It's exciting, involving. Finally, a cool running story luels the intense action from start to end.









This has got to be one of coolest concepts for a game in a iong, long time. Who the hell thought of this??? Parappa is simply brilliant! From the weird 2D paper-like characters to the awesome tunky tunes, this strange little game deserves to sell a billion copies. I bow

deserves to sell a billion copies. I bowledown to Sony's expert judgement, and lick the boots of the dude who came up with this mad idea. Everyone who owns a PlayStation needs to own Parappa (if only for the outrageous rasta frog!). Although it doesn't take long to complete, it will be ages before you can finish the game and obtain 'cool' raps for each stage. Damn.. ya gotta appreciate the vibe!!!



Okay, you want a game where you rap with 2D frogs, beetles and moose creatures? A level where you're rapping to avoid solling your pantaloons? A soundtrack with lyrics that are so cryptic they make no sense? Awesome cutscenes that'il have you in amused bemusement? Of course you do!! Parappa the Rapper is a masterpiece and a thoroughly enjoyable (not to mention mind-altering) experience, and quite simply, the best 2D cartoon rap simulation I've ever seen!! Instantly lovable characters combine with catchy tunes to make sure anyone who plays this title is throughly to make sure anyone who plays this title is thoroughly entertained. A little short, but well worth buying.



Perhaps one of the coolest ideas for a novelty videogame EVER. Parappa may not be heavy on gameplay, but the catchy tunes, surreal humor and enduring visuals will bring you back time and time again. Parappa is uni-

versally cool-no matter where you're from, and what kind of music you like, you can't help but get caught up in this dog's funky paper thin world. I can't tell you how much respect I have for Sony for releasing this over here. You gotta believel



(8)







Porsche Challenge **PlayStation** Sony Racing

A finely crafted Euro racer indeed! Graphically, Porsche will knock your knickers off and the interaction between drivers is to cool. While the amount of tracks is nothing staggering, the amount to which

they open up is and the analog control is excellent. The music is right on the money as well. It's like hangin out with a Porsche-ified brat pack really, cruisin' around like rich kids with money to burn and great insurance!

Looks like Hambleton's on racing detail this month! And it's just as well, because I've got to get my grubby and tobaccostained paws on some pretty sweet driving titles, not least of which is the polished Parsche Challenge. Sony Europe has outdone themselves in creating a great game engine, superb models of the Boxster and actual polygon people to drive them! There's loads of trackside detail, various courses to wind through and much fun to be had wrenching your vehicle into a tight bend... just like a test drive but without an annoying suited gentlemen breathing down your right ear. More cars (where's my 911?!) would have been nice, as the lack of dilferent vehicles detracts from an otherwise great license. cies detracts from an otherwise great license.

Sony Europe comes through with a winner in Porsche Challenge. Finally, us commoners who can't afford a real Porsche Boxster can at least race one around some virtual tracks. The graphics are just awesome with a smooth frame rate, solid models, and some of the best light sourcing I've yet encountered in a home racer. The two player split screen mode is unfortunately a bit lacking as you are forced to play the in-cate view, something not too fun with only half a screen at your disposal. Overall though, this is a classy racer with perfect analog control and great visuals.











Ray Tracers PlayStation T.HQ Racing

Yes, it is short, I'll give 'em that, but this game does have merit. For starters, the soundtrack, by Zuntata, is very good, the engine is downright surprising, and the bosses, though few, are quite threaten-

ing. Put it this way, if you liked *Chase HQ* you'll thoroughly dig RayTracers. There's also a challenge mode and the course design is quite good. Taito coin-op fans gotta recognize and I hate to say it, but this is a great rental.



You know, I really liked this game the first few moments that I spent with it. Bashing cars off the road at high speed (or alternatively, weaving through them for better times) and then chasing a boss down was a fun and thrilling experience. However, Taito's update of their venerable Chase HQ is an eighteen minute thrill ride. If you have any skills as a gamer, you'll probably play through this beauty within you're first five attempts. Even putting the game on its "hard" setting failed to induce a substantial challenge. Outside of this incredible ease however, it's definitely a fun game with great speed, tight control, and intense boss encounters. It's just over way too soon.





(8)

it wasn't over as soon as you start it. It took me, quite literally, 13 minutes to complete (on my first go). Now that just doesn't ring true. You don't wanna be spending all your cash on something that provides less entertainment than

stuffed parrot, do you? it really is a crying shame, as I was a big fan of Chase HQ (of which this is obviously an re-vamped version). It looks good, and the actual game-piay is cool, but that just isn't enough, I'm afraid. Taito, a word of advice, faster is not necessarily better, OK?









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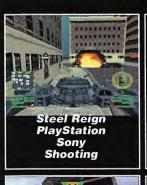






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The previous versions of Steel Reign, prior to the reviewable, actually smash this now sluggish, tired and tedious tank of a game. They added way too many vehicles in the end, slowing the whole thing down and tak-

ing out much of the fun that excited me in the first The textures now draw in right before your eyes, a 1st generation eyesore, and overall the frame rate just, well, sucks. It's too bad really, things were headed in the right direction and I had high hopes. Now I just have ... a tank.

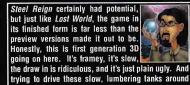
C P M 0 (7)

2D control just have me all moist. EX is everything

that you love about SF combined with superior 3D ele-

ments, great new characters (Skullomania!!) brilliant

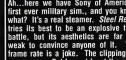
M 0



 \mathbf{C}_{1}

G

(6)





Ah...here we have Sony of America's first ever military sim., and you know what? It's a real steamer. Steel Reign tries its best to be an explosive lank battle, but its aesthelics are far too weak to convince anyone of it. The frame rate is a joke. The clipping Is, umm, crap. But hey, at least there's a great playing, high-powered, ultra-controllable beast of a tank simulator beneath those bad graphics, right? No. I've stopped playing Steel Reign, and it's safe to say I'll never play it again. Steel Reign doesn't belong on the PlayStation at this point in its history, when everything else is so damn good.



M 0



Street Fighter EX **PlayStation** Capcom **Fighting**

Capcom definitely have a way with polygons. Mysteriously, *EX*, a game far less sparkly than those Namco masterpieces, somehow strikes me as visually better. Perhaps the mixture of the Capcom characters I love (Chun-Li and Sakura look amazing), 60 fps thrillimation, and

effects and depth baby, depth.

C



It's a 3-D *Street Fighter*, something I swore I would hate if it was ever made. Strangely enough, I like it... a lot. Though not an SF I'd play for serious competition, it's incredibly fun (you simply have to respect combos that use four levels of super—even though you can only store three!) and looks good. The real attraction here for me, however, was the Expert Training Mode. I've never had more fun in SF without another human present than with this... definitely worth the price of

glitchy environments while shooting masses of faster

vehicles is an exercise in tedium. I'd rather play

SNK's old Iron Tank game than this frustrating and

(5)

(6)

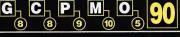


original SF2. The fact is, this isn't really a 3D fighting game. It only looks 3D. Behind the polygon visuals lies 'old school' 2D *SF2* gameplay, with a few

Street Fighter had to go 3D sometime,

and who better to oversee that transition than Akira Nishitani, the creator of the

new additions like Super Cancels (insane combos) and Guard Breakers (crush turtles). The balance is pretty cool, and with so many new characters there's bound to be some that appeal to you. If you can handle the slightly floaty control, then SFEX is yet another legitimate ddition to the Street Fighter family.



All right! One of my fave fighters

from the 16-bit era gets the full-on

64-bit treatment. Awesome 3D back-

grounds, good music, and the best characters this side of Tobal 2.

P, M, O, 9 **(8**) 9

Hmmm... Not too sure about this one. OK, so the *Claylighter* series has never been one of my all time favorites, but I am trying to be objective, right? Well, it

has to be said that *CF* has really good amusement value, albeit short lived. All





ClayFighter 63-1/3 Nintendo 64 Interplay Fighting

The fighting parody... how do you score it? Is this a game for the fighting enthusiast to chill with or for the non-fighting public to laugh with as they pull off 400 hit triple brown betty nbos? I'll tell you what it is... FUN!

P



Some may whine about the slightly Really fun. And funny, really funny. Sure it's a little jerky (you try posing that much 64-bit clay... on carchoppy animation, and *Street Fighter* nerds aren't going to find anything but issues here, but this is a tridge) but the graphics are the coolest, the controls, a joy, and the replayability factor is off the charts. This is a game you buy. We-Jam-un'l

quality game with tons of humor. Anyone that's into the less serious (i.e. anal) fighters shouldn't hesitate on this one. Eat dirt, grasshoppa.



the characters have been well designed (my favorite being Earthworm Jim!) and they all look real ly nice. The animation and fluidity of the game mechan ly nice. The animation and nuturity of the gaine interiaries, however, leaves a lot to be desired. The controls are very sluggish and compared to other lighters, this one doesn't offer much depth. But then again it's supposed to 'poke the eye' of other heat-'em-ups, but in reality, it just ended up poking my eye instead.











Extreme G Nintendo 64 Acclaim Racing

Extreme G is exactly that—extreme. Extreme vehicles (humming Tron-like cycles), extreme weapons (obtain them and wear them until you deploy their destructive force), and extreme speed (at times you will not believe

C, P, M, O



the speed and incline at which you are traveling). Comparing this to Wipeout ... well, you just can't do it. In Wipeout you avoid the walls, in Extreme Gyou ride them. This is extreme racing. It's fun, it's deep, it's different. Music's great too. Probe it.









Extreme G is pretty cool. It borrows heavily from the Wipeout series, and whilst it's good fun to play and you can reach insane speeds, it doesn't really beat the opposition. Yeah, you've got

your mad track designs, psychedelic color schemes and funky tunes (not as funky as Wipeout though), but you kinda feel a little unfulfilled after more than ten hours gameplay. The vehicles and tracks are well designed, and the graphics are cool and tracks are well designed, and the graphics are couly eye candy, but you've got a little too much N64 fog appearing for my liking... So, if you are a big fan of stupidly last racing games that tend to dry your eyeballs out, then give it whir!.... Otherwise don't bother.









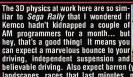
Top Gear Rally Nintendo 64 Midway Rally Racing

Midway seems to be sniping a lot of great titles of late. *Top Gear Rally* will define the category from this point on with its intuitive physics, incredibly



animated cars, and truly inspired course design. These tracks are two to three times longer than what you're accustomed to, have much more elevation as you progress, and give the feeling of actual Rally racing like never before. The weather too produces real effects that astound. It's a shame the music is SNES quality because the rest is 64-bit Q all the way.

C P M 0 (9) **(5)**



Kemco hadn't kidnapped a couple of AM programmers for a month... but hey, that's a good thing! It means you can expect a marvelous bounce to your driving, independent suspension and believable driving. Also expect barren (yet convincing) landscapes, races that last minutes, not seconds, whole load of short cuts, and not much in the way of enemy car Interaction (you'll see them far less than I would have liked). However, there's no fog, a great paint-your-own-logo mode and some two player action which all adds up to an essential purchase.

C₁ P₁ M₁ O (9) **(7)**

I'm a BIG fan of racing/rally games. That needed to be stated. So I was phenomenally excited by the prospect of a decent rally game on the N64. And that's exactly what Boss has provided. The graphics and realism when playing the game are second



G C P M O (8)





MegaMan X4 Saturn Capcom Action

Classic MegaMan meets rendered 2D in this, the second next generation MM Incarnation. To be 100% honest, I'm ready for Neo. Not that I'm tired of traditional MM, but the change will

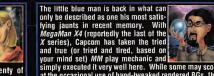
be refreshing. MMX4 is a true MM challenge all the way, steeped in tradition, except for the addition of Zero who is a welcome addition. The animation is fantastic, the scenery lush, and the play pure side-scroll skills and thrills. I like the look of *MM8* better but who's complaining?





style is entirely different, incorporating plenty of (gasp!) rendered elements. I very much prefer the pastel MM8 look, but this'll do. Having more than one playable character is respectable, too. MegaMan X4: Same great taste, all-new look.





simply executed it very well never. Willie soline may scuil at the occasional use of hand-tweaked rendered BGs, the look of this game is classic 2D Capcom all the way and the animation is outstanding, as expected. Plus, this MegaMan is action packed, and as rare a commodity as good 2D are sure to become, those not tired of the classic MM gameplay should definitely check it out.



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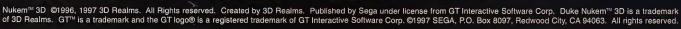
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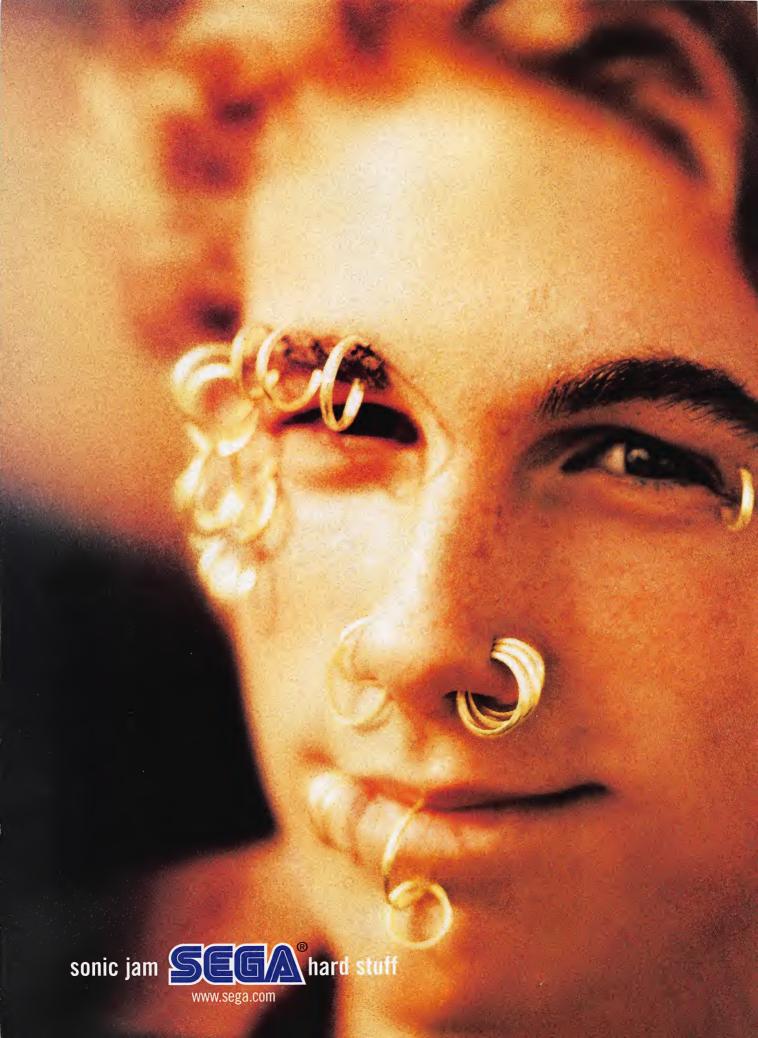


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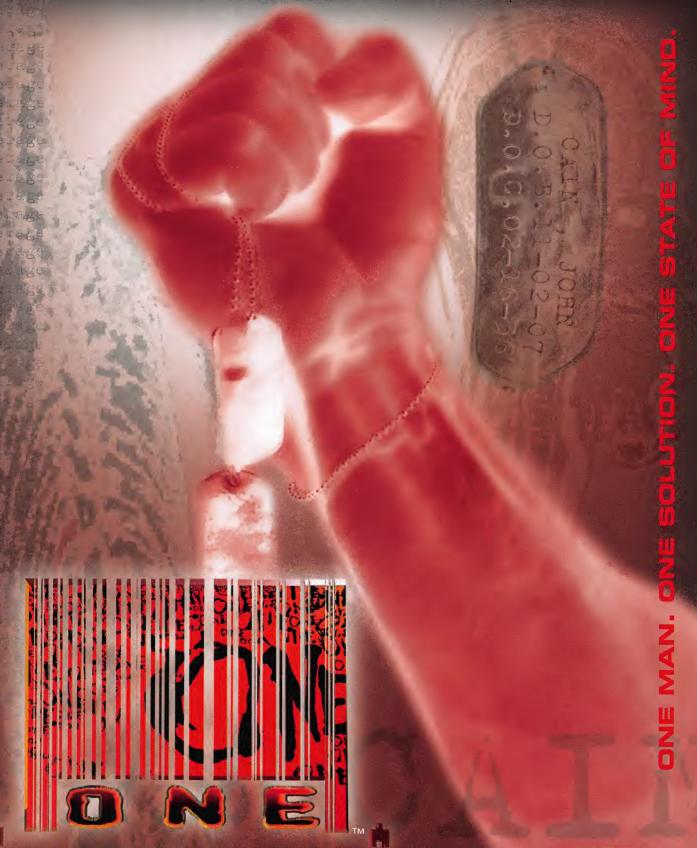
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Knightmare's Mini Strategy Guide: Collect all the Yellow Gems!

Every level in Mischief Makers contains a yellow gem, sometimes hidden, sometimes not. In order to view the complete ending you must collect all 52 yellow gems. Here is a run-down on where to find them.



- 1.1 Take the Clancer statue from the first hut and place it on the fire to the left.
- 1.2 Just to the left of the long line of fire there is a high ledge with the yellow gem in plain view.
- 1.3 In the area with the balls moving on tracks, grab the orange ball (the fastest) and pull down to release a bomb directly above the red blocks. This reveals a star which takes you to the yellow gem.
- 1.4 Just before the rotating circle of spiked balls jump up right to reach a high ledge which leads to the yellow gem.



- 1.5 Aim the spring ball to the right and use it (and a well timed boost) to get on TOP of the building. Get a bomb from the bomb dispenser, drop down left and quickly negotiate the inside of the structure until you reach a red destructable wall on your right. Destroy the wall and shake the Clancer inside for the gem.
- 1.6 Near the end of the level you will encounter three Clancers throwing grenades at you from atop red structures. Shake the third clancer for the gem.
- 1.7 Grab the snake's head and shake him.
- 1.8 Make sure your Clancer friends are not crying at the end of the invasion.
- 1.9 When you reach the bomb dispenser you must take a bomb up and right across a series of platforms to reach a room blocked by two red walls. Destroy both walls and the gem is yours!
- 1.10 Go right until you reach two purple and white platforms, one above the other. Jump up onto the higher platform and travel back left across a series of high platforms to reach the gem.



- 2.1 The gem is easy to find near the end of the level. Even if you fall in the lava while collecting it you'll still keep it.
- 2.2 When you are near the exit drop a bomb on the red staircase leading to the star and follow it up, first left, then right. Jump onto the moving platform and ride it up for the gem. You've got to be quick!



- 2.3 Dashing jump right and air boost from the exit star to reach a new platform. Do this again and you will reach the gem.
- 2.4 Stand above the white ball as the blocks disintegrate and drop down to catch it. Pull it, then bounce off up right and boost to reach the star. Continue on to the end of the level and pull the white ball near the exit star for the gem.
- 2.5 From the exit star continue to swing right until you reach the gem.
- 2.6 Grab the bee's head and continually tug it until the gem appears.
- 2.7 From the exit star continue jumping up on the descending balls until you reach a platform directly above the exit star with the yellow gem.
- 2.8 As you fall take the right path and then the right hand opening in the spike wall. The gem is outside, close to the spike wall on the left.
- 2.9 Just past the first moving spring ball there is a low platform with a Clancer on it. Shake him!
- 2.10 Continue climbing up past the exit star until you see an opening in the left wall. Jump through, drop down and collect the gem.
- 2.11 Beat the boss without getting hit to earn the gem.



- 3.1 Collect the six blue gems (from the first ball) in your pot and then another six past the red destructible wall. Mix them together to form two green gems, then mix them together for the yellow.
- 3.2 Right near the start of the stage is a Clancer on the ground with a throwing star. Shake him for the gem. But hurry, he gets killed very quickly.
- 3.3 Keep the missile pointed skywards once you reach the exit star. The gem is up high.

- 3.4 The gem is positioned above the swinging Clancers.
- 3.5 In the second part of the level you will find a white ball that when tugged produces a bomb. Pull it, but catch the bomb before it hits the red blocks.

 Take the bomb left to the enclosed area with the pot and drop it on the ceiling. Quickly get the pot take it to safety. Mix the contents to produce a jet pack Clancer and use him to fly up to the top of the level for the yellow gem.
- 3.6 Grab the Frost Wolf's head and keep on tugging.
- 3.7 In the first area use the Clancer on a spring to bounce up left on a series of spiked balls (left of the first star) leading to the gem.
- 3.8 Catch a couple of the boss' gun bursts.
- 3.9 At the end of the level join in the game of rope skipping. After a few red gems the yellow gem will appear.
- 3.10 Beat the 100 meters event in under 11 seconds.
- 3.11 Defeat the the cat without getting hit and without crossing the line in the middle of the arena.
- 3.12 Kill the boss without getting hit! Practice makes perfect.



- 4.1 Near the end of the level there is a star that you must jump to reach that takes you to the area with the gem. Easy.
- 4.2 Get the gem by catching the lightning blast from the cloud and throwing it at the frog to finish him.



- 4.3 As you rescue each Clancer shake them BEFORE you talk to them. One of them has the yellow gem.
- 4.4 Break through the brown blocks, go a bit further right, then backtrack left on the highest level till you come to a star. You will go through a series of stars with rotating exit points (the sparkle shows where you will exit). Take the right ones and you will get the gem.
- 4.5 Found in the right most (and lowest) blue block. Let the Clancer drop a bomb on it to free the gem.
- 4.6 When the cyborg does a dashing

- punch, grab his hand and throw him in the direction he was going. If he hits a wall, you will get the gem.
- 4.7 In the room on the furthest right of the level (with 2 ghosts) there are 3 gray statues. Take a bomb from the middle of the level and destroy the statues.
- 4.8 The gem is right at the end of the level, on the ground left of where the king is.



- 4.9 Throw the mole then repeatedly jump on his tummy. Eventually he'll cough up the yellow gem.
- 4.10 Shake the Clancer to the right of the Green '4' for the gem.
- 4.11 Once again, beat the boss without getting hit.
- 5.1 This level is split into four sections, each with a Mech Clancer boss. After you beat the third Mech, and enter the fourth section, grab and shake the first (sometimes second) GREY AND BLACK Clancer that runs onscreen.
- 5.2 Catch one of the energy bursts the boss fires at you.



- 5.3 The gem is in one of the missiles, normally the fourth or fifth. Shake the missiles to release the gem.
- 5.4 When the falcon lunges at you with his lance, grab it, pull it away and shake it to reveal the gem.
- 5.5 In the puzzle room after you destroy the second set of red blocks (so you can exit) remove the statue (that was catching the bomb) and blow up the red blocks below to reveal a star. Follow the trail to the pink ball which contains the gem.
- 5.6 Defeat the boss without getting hit!
- 5.7 One of the many words you grab says 'sad' in Japanese. Shake it and it turns to 'happy,' giving you the gem.
- 5.8 Once again, don't get hit!



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MORTAL KOMBAT MYTHOLOGIES

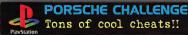
SUB-ZERO

MATURE Physiation Ages from Paystation









Input any code to open-up the cheat menu, and simply continue to tap-in any other code you desire. Note: The codes have to be entered rather quickly.

Unlimited Tries

L1+L2 R1+R2+SQUARE

Testdriver
Available:

RIGHT+SQUARE LEFT+SELECT+ CIRCLE

Fish Eye Lens: TRIANGLE+SQUARE +CIRCLE L1 L2 R2

Tune Test Driver: LEFT+CIRCLE RIGHT+SELECT+SQ UARE

User Car Jumps: SQUARE CIRCLE SQUARE

All Cars Jumps

All Cars Jump: UP+SQUARE UP+CIRCLE UP+SQUARE UP+CIRCLE UP+SQUARE UP+CIRCLE

Mad Race: UP LEFT RIGHT+SELECT

Invisible Car: (Often crashes the program)

SQUARE+CIRCLE L2+R2 SQUARE+CIRCLE L1+R1 SQUARE+CIRCLE

Hyper Car: SELECT+SQUARE SELECT+CIRCLE SELECT+SQUARE+C

IRCLE
Mirror Mode:
LEFT+CIRCLE
DOWN+TRIANGLE

RIGHT+SQUARE

Interactive Tracks

DOWN+START UP+START SELECT START

Long Tracks Available: UP+SELECT DOWN+SELECT START SELECT

High Voices: UP TRIANGLE UP TRI-ANGLE

its+fmv): SQUARE
CIRCLE
LEFT+SELECT
RIGHT+SELECT



Time Crisis

Cheat Menu, Easy Mode, and hard-core Game Shark codes!

The Cheat Menu can be opened at the title screen by shooting the middle of the "R" twice, and then the cross-hairs twice. Make sure you're accurate down to the pixel or it won't work. How cool!



Infinite life : 800B1FE0 0005

No time limit: 800B1C8C 1771

Infinite bullet : 800B1D04 0006

FASY MODE:

At the Arcade mode, reload or shoot out of the screen.





Treasures of the Deep

Cool camera Tricks!

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Code Entry:
Pause the game and press Down, X, Left,

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Hold Select and use the D-pad and shoulder buttons to zoom and pan the cam!





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SHOOT



















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Miko Hokuto code!

Miko Hokuto (priestess Hokuto) is the "non-evil" version of this popular female EX character. She uses a priestess wand instead of Hokuto's typical fan, and sports cool, bright outfits. And she rocks!

Code Entry:

First, pick Evil Hokuto with any punch or kick button. Then hold down the two punch or kick buttons you didn't select Hokuto with (i.e., if you pick her with Jab, hold down Strong and Fierce. If you pick her with Forward, hold down Short and Roundhouse) along with L2 and Start. Continue to hold while the game loads, and hey diddle-dee-presto, Miko Hokuto is yours!!! Check out that wacksy purification flail! Miko Hokuto has all the moves of Evil Hokuto. "Waruku omowanaide!!"

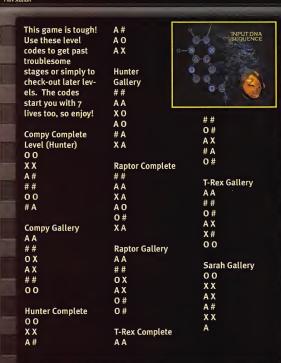








LOST WORLD Level Passwords!!





VMX RACING Non-Stop Stunts!!

Having trouble executing tricks? With this trick you'll pull off quality stunts at every opportunity.

Code Entry:

Before you hit a jump, during any stretch between

RACE FRACE FRACE FRACK OPTIONS CONTROL

Menu Selection Accept

jumps, tap the R1 or R2 button four (4) times for automatic stunts. The R2 will release flips, no hands, and no footers, and the R1 will execute 360° spins and kicks. Show off, showboat, enjoy!







These guys know how to party.

















KNIGHTMARE'S MINI STRATEGY GUIDE

By now you all of you lucky N64 owners will have bought and played Rare's amazing 1st person shooter, Goldeneye. But have you found all the secrets the game has to offer? Here's a quick run down on what to look for, and how to get it.

33 PLAYABLE CHARACTERS IN MULTIPLAYER MODE

That's right 33 different characters to choose from! These include every character from the game and some familiar faces from the Bond universe. To unlock all 33 characters you must complete the game (i.e., beat Cradle) on the 'Agent' difficulty setting.



NEW LEVELS IN MULTIPLAYER MODE

There are 4 new stages that can be accessed for multiplayer battles - Bunker, Archives, Cavern and Egyptian. To unlock a new stage simply conquer that level in a regular game. Easy Peasy.

SECRET LEVEL #1: AZTEC

Based on the movie Moonraker Egypt sees Bond taking a visit to the Far East for some Space Shuttle based espionage. To unlock this level you must beat every stage on the 'Secret Agent' difficulty setting.



SECRET LEVEL #2: EGYPT

A cross between Live and Let Die and The Man With The Golden Gun, Bond must travel deep into the heart of an ancient Egyptian temple to locate the Golden Gun (watch your step) and do battle with the fearsome Baron Samedi. To unlock this level you must beat every other stage (including Aztec) on the '00 Agent' difficulty setting.

007 DIFFICULTY SETTING

Care to adjust your enemies health, damage or reaction time? Or maybe just reduce their accuracy to 0 so they couldn't hit the broad side of a barn? Beat every level (including Egypt) on the '00 Agent' difficulty setting and a fourth difficulty setting appears: 007. Get this far and you are truly a Goldeneye master!



LEVEL WEAPONS

Beat the game on all three different difficulty settings to receive 3 extra weapons on the cheat page. Beat Agent to get the Cougar Magnum, beat Secret Agent (including Aztec Complex) to get the Moonraker laser and beat 00 Agent (including Egypt) to get the Golden Gun.

LEVEL SECRETS

Many levels have hidden paths and weapons. For instance, on Cavern, in the chamber where you contact Jack Wade, there is a dual machine-gun hidden inside a 'magic' crate at the right end of the room by the window. There is also a secret passageway behind the filing cabinets in the cave with the multiple ammo crates lying on the ground.



GODES, CODES, CODES!

Goldeneye features a horde of cheat codes... for those with the necessary skills to unlock them. Every level has, on a specific difficulty setting, a target time. Beat the target time and add a new code to your cheat page. And before you all start complaining that some of these are impossible (particularly the Facility) - I did it! And if I can do it, so can you. Don't be a Dalton or Lazenby, be a Moore or Connery!





LEVEL	CODE	TIME	DIFFICULTY
DAM	PAINTBALL MODE	2:40	SECRET AGENT
FACILITY	INVINCIBILITY	2:05 (INSANE!)	00 AGENT
RUNWAY	DK MODE	5:00	AGENT
SURFACE	2X ROCKET LAUNCHERS	3:30	SECRET AGENT
BUNKER	2X ROCKET LAUNCHERS	4:00	00 AGENT
LAUNCH SILO	TURBO MODE	3:00	AGENT
FRIGATE	NO RADAR (MULTI)	4:30	SECRET AGENT
SURFACE 2	TINY BOND	4:15	00 AGENT
BUNKER 2	2X THROWING KNIVES	1:30	AGENT
STATUE PARK	FAST ANIMATION	3:15	SECRET AGENT
ARCHIVES	INVISIBILITY	1:20 (HARD)	00 AGENT
STREETS	ENEMY ROCKETS	1:45	AGENT
DEPOT	SLOW ANIMATION	1:40	SECRET AGENT
TRAIN	SILVER PP7	5:00 (HARD)	00 AGENT
JUNGLE	2X HUNTING KNIVES	3:45	AGENT
CONTROL	INFINITE AMMO	10:00	SECRET AGENT
CAVERNS	2X RC-P90S	9:30	00 AGENT
CRADLE	GOLD PP7	2:15	AGENT
AZTEC	2X LASERS	9:00 (HARD)	SECRET AGENT
EGYPT	ALL GUNS	6:00	00 AGENT







SHINING IN THE BARK



It's only been a few months since we last spoke to our good friends at Shiny, but dammit all, they've been busy months. Not wanting to fall behind, GF sent Knightmare and Sub D down to Laguna Beach to get the scoop on Dave Perry's latest brain children...

MOK

MDK (PS. PC)

Much to everyone's surprise (Dave Perry included) MDK PS is shaping up to be a fantastic conversion. The game is currently running at a impressive frame rate, with tight control and a fully functioning Sniper mode. Perry is "very happy" with Neversoft's work thus far, and points to the way they've improved the floor textures as an indication of Neversoft's dedication to coding the best possible conversion. Check out our full preview on page 74 for more information. MDK PS is scheduled to ship a week before Thanksgiving.



MDK 2 (PS, PC)

A sequel to *MDK* is already in the planning stage, although Shiny won't be doing the coding themselves. No word on who the developer will be, but Perry says it's possible they may license out some of their new technology to help whoever they choose. Not much is known about the actual game at this time, though Perry did venture a couple of snippets. *MDK2* will be a lot darker and more violent than the original, and will most likely follow the plot of the forth-

coming CG/live action movie
(possibly by Mainframe)
meaning you will be able
to get in moving vehicles capable of traveling underwater.
Expect the toy line
and TV show to
coincide.







EWJ 3D (N64)

As luck would have it. Shiny received an early pre-alpha of *EWJ 3D* from

Scottish developers Vis on the day we were visiting. Although early, it

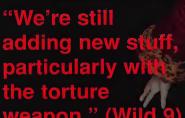
actually looks pretty cool (much better than the early screen shots), with a polygon Jim (who, thanks to some clever texturing, still looks 2D) running around a 3D environment firing his gun, jumping and absailing using his head. One other level showed Jim on his rocket flying smoothly through a huge 3D maze. As with PS MDK, Shiny will step in near the end of the project to make sure things are "groovy."

MILD 9

WILD 9 (PS)

Bad news for those waiting for Shiny's forthcoming 2.5D platform epic—it definitely won't be released this year. Shiny wants to make sure the game is absolutely perfect, and if that means

taking more time, well then that's what it means. "We're still adding new stuff," says Perry, "particularly with the torture weapon. We keep thinking of new things to do with it, then the guys have to go back and start re-laying out the levels to take into account these changes." Perry refused to comment on rumors that the real reason for the delay was the importing of the *Messiah* graphics engine into the game. Estimated release date? April 1998.



FLY BY WIRE (PS, PC)

According to Perry, Fly By Wire will be first-ever PS title designed specifically for the analog controller. At its most basic level FBW is a remote control helicopter simulation (the 'wire' of the title being the cable connecting the joypad to the machine) with some of the most realistic physics ever consigned to a videogame. It has been designed as a "fit your lifestyle" game, meaning you can play it for 3 minutes or 3





hours, and still enjoy the experience. As you try to master control of the helicopter (the whole point of the game) there will be a number of challenges to attempt like two player competitions, landing on the back of moving trucks, hovering over pads and flying through rings.

It sounds simple in theory, but in reality it is frustratingly addictive. Mastering control of the copter is a constant learning process, and the feeling of flight is remarkably authentic. Perry claims that the game is so realistic that if you fly the remote chopper in this game, you can fly one in real life.



MESSIAH (PS, PC)

During our visit the Messiah team was hard at work putting together a playable demo for ECTS, so they didn't have any actual gameplay to show us. Doh! Still, Sax demonstrated his spec defying 3D character engine on a variety of Messiah's denizens, complete with realistic stretching cloth and flesh. The engine even allows for the attachment of

objects to the models, so characters can pick up and utilize any weapons lying around. Trust me, it looks amazing. What was even more amazing was that Sax already had a stripped down version of the engine running on PS, with Messiah's infamous 'working girl' dancing around inside a complex 3D environment at 60fps! It looked almost as good as the PC version! Remarkable!

So how did Messiah come to be? "I don't know what happened, but we were in a meeting somewhere and somebody said, 'Let's do a baby.' And I thought that was funny because it instantly reminded me of the level in *EWJ* where Jim is outside the suit and you feel helpless. And we wanted to have that feeling in Messiah. You're just this soft, squidgy thing running around that can get hurt and burnt. But suddenly you dive into someone-into their soul-and take over their body and you can use them as armor or camouflage. Like when you get back into Jim's suit in EWJ and the gun comes back on-line—you go into aggressive mode. It's a great feeling."

The nature of the gameplay has changed, too. The game is no longer a 1-on-1 battle with another supernatural opponent. "We're changing the design," says Perry. "We're trying to make it more a 'clean up the world' kind of thing. Like you have a line of prostitutes with a pimp at the end. If you just run up to the pimp as a baby you're dead. But if you possess prostitutes and work your way

up the line you can get to the guy and blow him away. Right now we're playing around



SACRIFICE (PC)

Although only a month into development, Sacrifice is already Shiny's most ambitious title to date. "Most 3D games today are based inside buildings, to make the code faster and easier. With MDK we went outside, with 'arenas,' which are large open spaces. With Sacrifice we have open worlds where you can actually see up to 9 miles. And that gives us a whole new base to work with." Mixing Sax's character engine with Martin Brownlow's stunning world engine (you really can see 9 miles!), you get the best of both worlds—impossibly huge environments with richly detailed polygon characters. The game will be Shiny's first ever multiplayer title (with a minimum of 8 players) and casts you in the role of a wizard living in ancient times. Dotted around the landscape are several 'sacrificial stones'-centers of power that must be claimed and protected by your forces. At these stones you can create other creatures to either guard the stone or go off

and capture new territory. Sort of like a fantasy themed 3D Command and Conquer. According to Perry the game will be "very spell based," with a wide range of dramatic, terrain altering, spells such as earthquakes, firewalls

and volcanos. He also plans for the PC version

to offer a 4 player split screen mode. word on a PS version as yet, though anything's possible...







SUPERIOR ENEMY INTELLIGENCE



- · The most realistic dogfights ever created for the PlayStation™game console.
- Total 3-D polygon environment fly freely and unload your arsenal with reckless abandon.
- Advanced artificial intelligence cunning and calculating enemy pilots.
- · 30 formidable missions nearly double the missions of Air Combat.
- Awesome mission debriefings dynamic diagrams and moving maps for surgical strikes.
- · Secret planes and hidden missions the better you fly, the more you'll reveal.







Pit yourself against 12 napalm-wielding speedfreaks across 12 looping, coiling, corkscrewing rollercoaster racetracks. If you've never seen a cyber-cycle take a stinger missile up the tailpipe during a blistering halfpipe, you're about to OD on adrenaline.

Racing to the Nth degree through gravitational extremes.

Freestyling off the shockwave of enemy shrapnel.

Surfing the knife-edge between G-force and burning wreckage!

If gravity's a law, then this is a felony.



4-PLAYER RACING AND BATTLE MODES!



MULTIPLE PATHS, JUMPS, BRIDGE-OUTS AND LAVA.



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STATIC PULSE WAVE, TRACTOR BEAMS AND MORE!

"The Graphics and speed of Extreme-G are out of this world"

"Some of the most interesting and intense track layouts ever to grace a racing game." -EGM Players Guide-

"Defy gravity for some amazing inverted racing"
-Ultra Game Players-

"Amazing visuals"
-Ultra Game Players-

"These suckers fly"
N64.com-



2 INSANE GRINDING, TWISTING, SPIRALLING RACETRACKS.





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CHETTERE





t's one month till Tomb Raider 2 hits the streets, and all eyes are turning to Core info on one of the most anticipated sequels of the year. This issue we received a much more complete version of the featuring game, nearly all the levels and most of the weapons and enemies. There's still a lot of work to be

done, but it's already clear that TR2 is going to be something special. You thought the original TR was epic? Trust me—you ain't seen nothin' yet!

In TR2, Lara is seeking an ancient Chinese artifact called

the Dagger of Xian, a mythical weapon which is said to endow anyone who stabs themselves in the heart with it, the power of a dragon. Many years ago a Chinese emperor named Qin Shihuang possessed the dagger, until it was stolen from him by a group of Tibetan warrior monks. The monks hid the dagger in a secret chamber deep within the Great Wall of China, and it's here where Lara's quest begins (if you want to know more about the game's story and locations turn the page).

As I mentioned last month, TR2 looks and plays a lot like its predecessor, with a few notable exceptions. Core's motto seems to be: If it ain't broke, don't fix it. Lara has some new moves, like the ability to climb and wade through water, but for the most part the skills you learned in TR will serve you well here. But what if you never played TR? Don't worry, Core has kindly added another training mode for newbies to get up to speed on Miss Croft's abilities. And just in case you were wondering, there are currently no plans to make TR2 compatible with Sony's analog pad.









In TR2, Lara has been given a bunch of new weapons to help her fend off the game's many hostile denizens. There's a harpoon gun (for underwater beasties), a pair of automatic pistols (Glock 18s baby!), an M16 assault rifle, and best of all, a grenade launcher that blows enemies into pieces—Broken Helix style!





DEVELOPER - CORE

PUBLISHER - EIDOS

FORMAT - CD

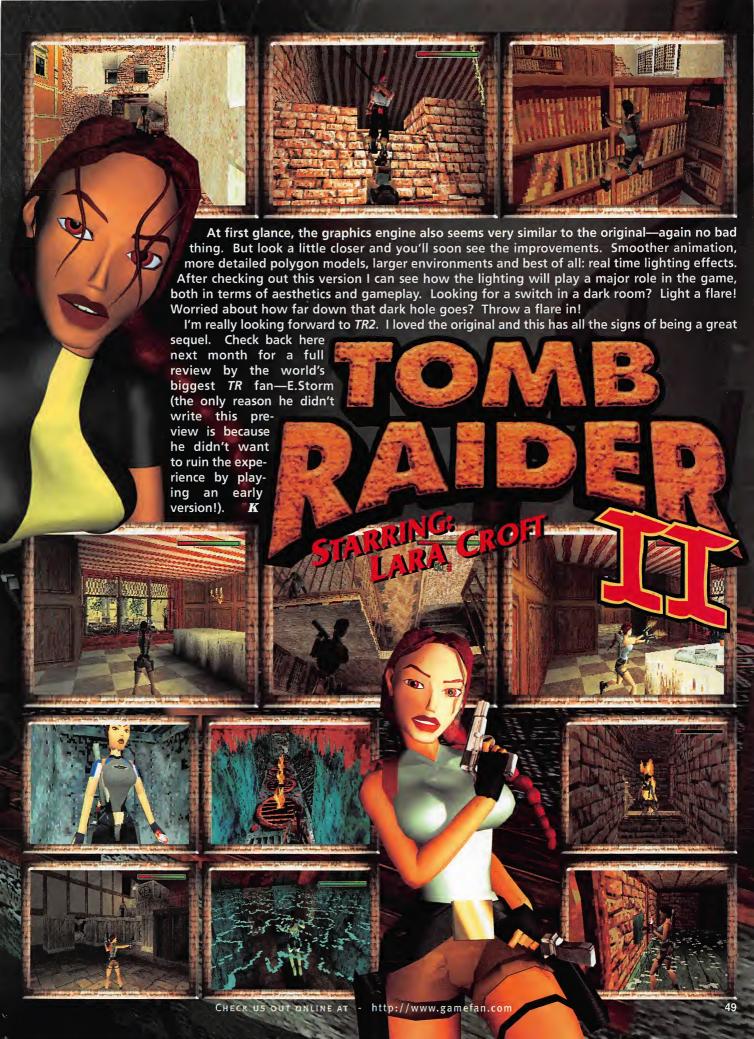
OF PLAYERS - 1

DIFFICULTY - N/A

AVAILABLE - OCTOBE

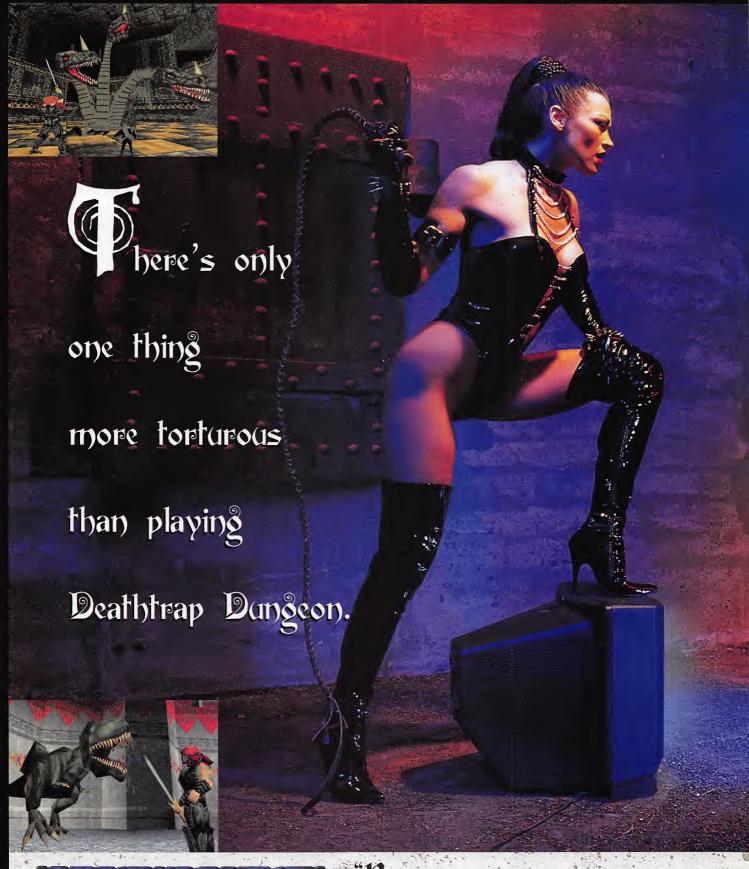


KNIGHTMARE DAMN SHE'S GOT BIG...GUNS



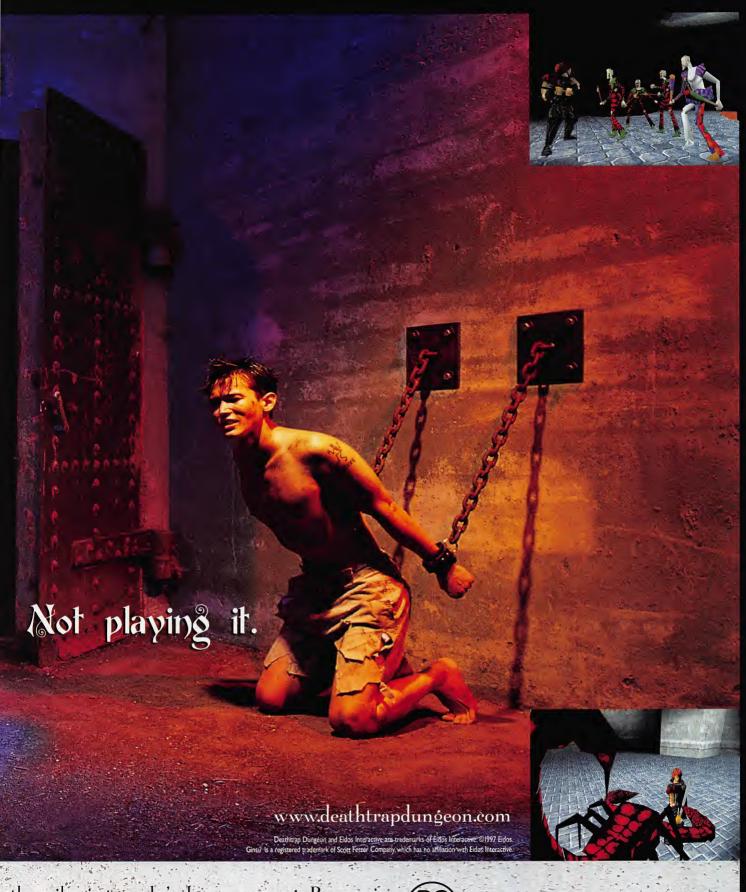






DEATHTRAP

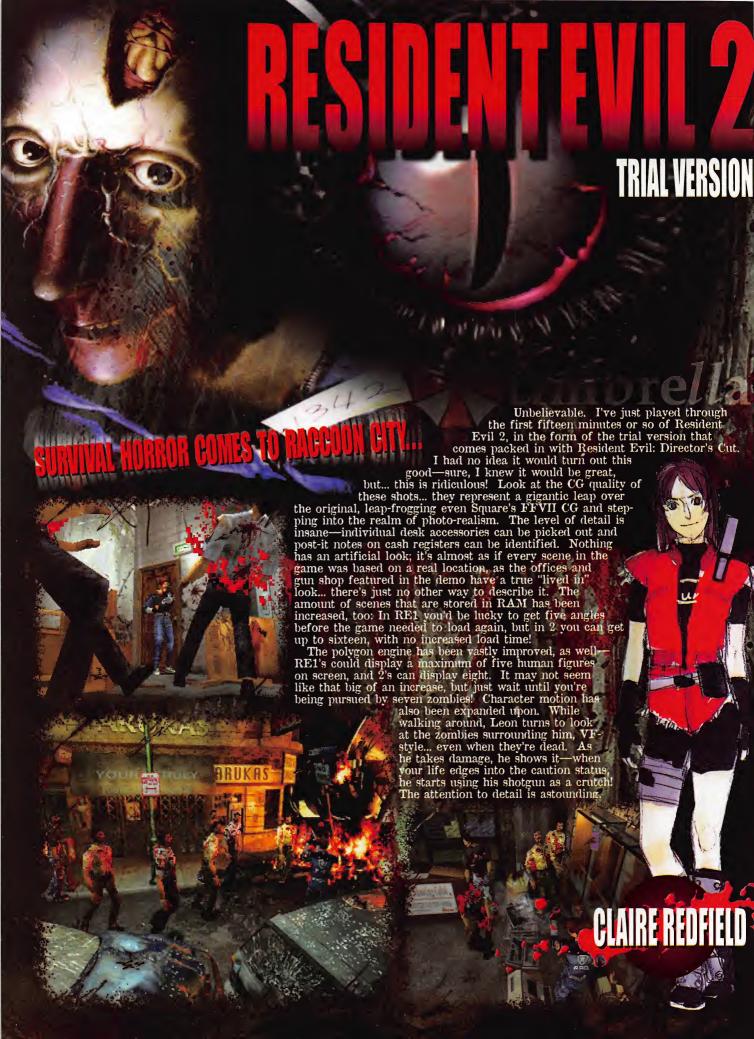
Deat me Whip me. Just don't hit that Quit button." Consider it your battle cry. Then bring on the skeletal warriors, zombies and countless other undead denizens. Each one is another chance to slice and dice like a Ginsu knife gone bad. Or simply cast a spell on

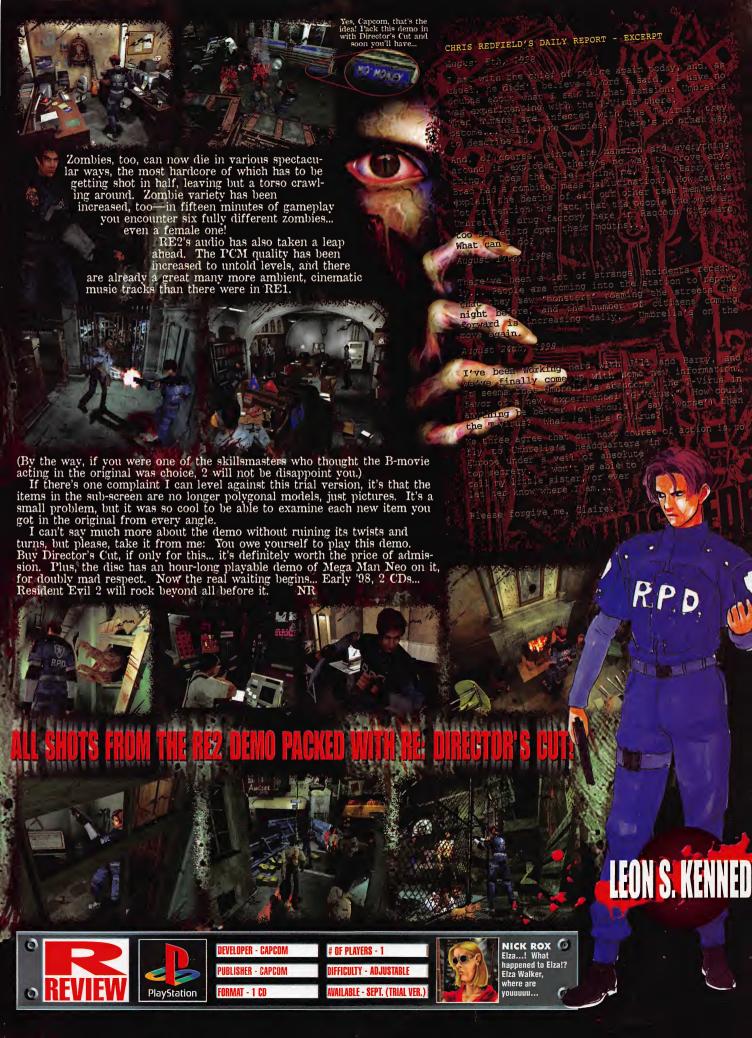


the evil priestess who's done you wrong. Because in this cavernous maze of devious traps, it's all about cheating death at every turn, blurring that fine line between pleasure and pain. And just when you think you can't take it anymore, consider the alternative.















nspired by the work of renowned fantasy artist Rodney Mathews (well, renowned in the UK anyway), Shadow Masters is an all new 3D blaster from 'so hot they're cool' Psygnosis and HammerHead software (previously known as Tales Two), a new developer made up of key staff members from Travellers Tales.

The story in Shadow Master revolves around an alien dictator (the 'Shadow Master') who has been fighting an intergalactic war for thousands of years. Having run out of resources, he sends his forces to your system to get them, and that's bad news. It's nothing personal—he just wants to enslave and execute anyone that gets in his way. Obviously

he has to be stopped, and that's where you come in...

Taking control of a heavily-armed battlecraft you must travel from planet to planet (there are 7 worlds and 16 missions in total) engaging the Shadow Master's forces before finally confronting the Shadow enemies..." Master himself on his homeworld.

"...real-time light sourcing and tons of polygon-intensive

The game plays like a cross between Tunnel BI and Quake, with your craft controlling a lot like a buggy (ie. realistic momentum) with the ability to strafe. The graphics are already looking gorgeous (real-time light sourcing and tons of polygon-intensive enemies all at a constant 30+ fps) and Hammerhead promises explosive action at a level of intensity never before seen in the genre. Since there is little exploration, the emphasis is placed firmly on combat, and lots of it. Shadow Masters shows a lot of potential, and rest assured, we'll be here to tell you about it.









DEVELOPER - HAMMERHEAD

PUBLISHER – PSYGNOSIS

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - N/A

AVAILABLE - WINTER



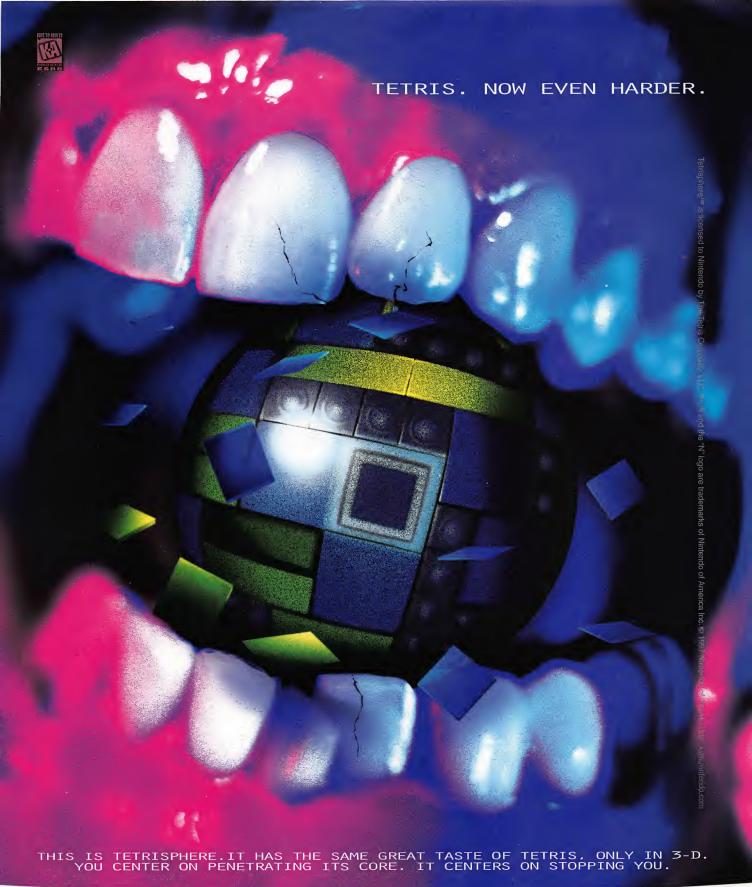
KNIGHTMARE What do you mean, "Who's Rodney Mathews?!?"





















With the most accurate gun available for the PlayStation console, Time Crisis is a can't-miss proposition.



Hey kids. Get one free in specially marked boxes of Time Crisis.









pictured here, the original award-winning arcade shooting

and do the chalk outline later. Guncan

Presenting a shooting game so intense it comes with it's own weapon. Time Crisis includes the formidable firearm



game, plus a whole new shootfest specifically created for the
PlayStation™ console. Full 3D
polygon environments surround you
with full 3D polygon enemies.
Multiple modes include Story,
Arcade and Time Attack, plus
multiple endings. Blast away and
duck for cover as you exterminate the
criminal element in a variety of hidden
zones. It's fast. It's frenzied. It's shoot first

THE MOST ACCURATE GUN ON THE PLAYSTATION CONSOLE!!!!!!!

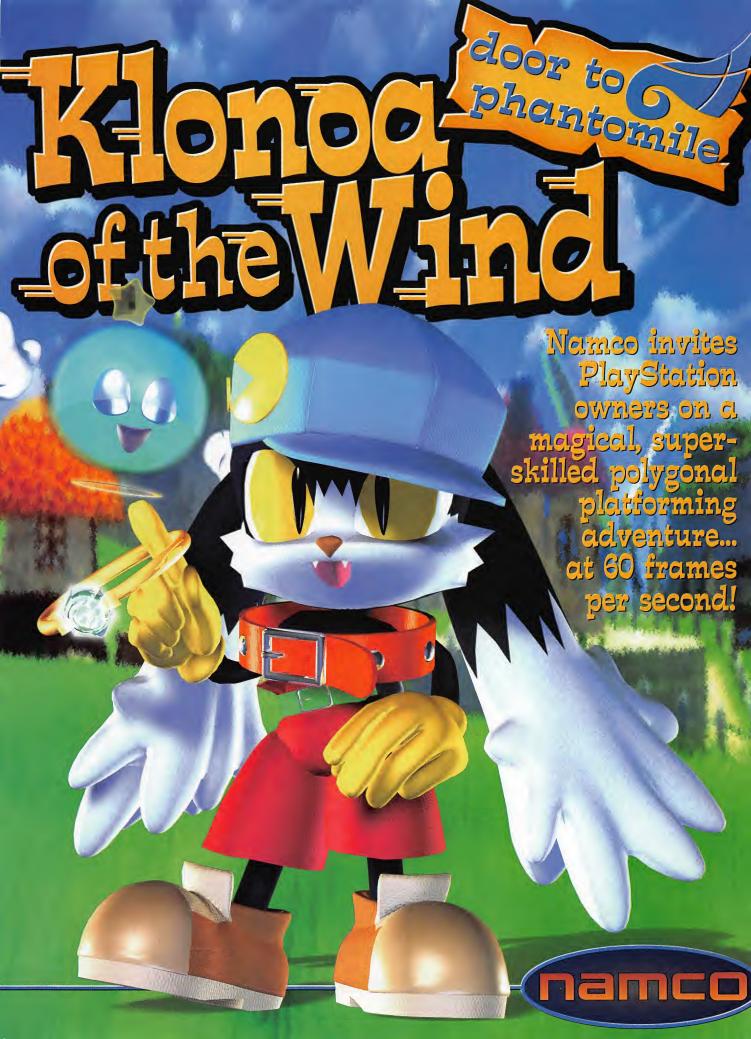








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DEVELOPER - NAUGHTY DOG

PUBLISHER - SONY

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - NOVEMBER



E. STORM This is a Bandicoot reborn! Hallelujah!



(4)

WALK
RUN
SLIDE
SNIFF
SPIN
RIDE
FLY
HI JUMP
BELLY FLOP
DIG
CRASH!!



ast year I was bold enough to give the revolutionary Crash Bandicoot a perfect 100. I did so because besides being the best looking game I'd ever seen, it played exactly as a pure platformer should. The game was impeccably tweaked, had a truly inspired cast of villains, and for those who craved a challenge, to achieve all the game had to offer was quite a feat. For me it was the next step in the platform evolution after the original EWJ (also a groundbreaking platformer, also a 100 for its time, in my opinion). Now, nearly a year after the original, (which is still selling well worldwide) after only 13 months of tireless game making the folks at Naughty Dog have crafted the ultimate sequel. Everything I loved is back and everything the critics didn't has been added, namely, more moves and diversity, available memory card save anytime, and a more gradual learning curve. Crash 2 is still a skills-based affair but it's kinder at the same time, actually adjusting to the players skill level. For instance, if you have difficulty with a certain section and are near the end on your last life, nearby crates that would otherwise bear only fruit will contain an extra life. All new for '97, Crash has a vast array of cool new moves (you'll see 'em all right here) in a game that is not only more diverse but superlatively produced (it's damn clever). This, my first hands-on preview, was conducted with no bosses in place and many hidden areas not

function ment as staying nuity of to wait review. this, gr. (I know ble, but (by the ter, the ter, the ter, the ter, the prepare

functioning, so any comment as to the overall staying power and continuity of Crash 2 will have to wait until next month's review. But I can tell you this, graphically it's better (I know it seems impossible, but it is) the music (by the same guy) is better, the new story is diabolically delicious, and the new stuff simply exemplifies all that is pure platforming prowess.

Here it comes, world,

Here it comes, world, prepare yourselves....















Crash's new belly flop is

Spiky Turtles inhabit The Turtle Woods, which Crash must attack from above. Other enemies will require sliding and still others, either/or. This is a purty place and Crash wishes he'd packed a lunch but if he's gonna save Coco it's time to get movin'.

You get to wade through some really cool mud, too!





both happy and effective!!

Pictured left, the green box marked with the exclamation point turns off all the nitro crates

(they kill you instantly when touched by the way). Directly left, look closely behind Crash and you'll spot a hidden box way up high. Crash ice skates with all the grace of a one-legged man at an ass-kicking contest so be careful. Don't you eat that yellow snow either, yuck!





Besides a split in the road (fully explore this region—it leads to the crystal) and new enemies like low flyin' parrots and saw-blade turtles, it's raining here, and man, does it look awesome. Oh yeah, watch out, there's pits everywhere.

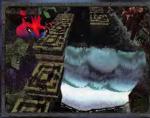
















"GRAPHICALLY THIS GAME SHOULDN'T EXIST, IT'S A SCIENTIFIC IMPOSSIBILITY"
-MODERN BANDICOOT MAGAZINE











Can you dig it? I certainly hope so because after your introduction to this new technique, you will be tested. Soon, the perfectly timed dive will become your only means of survival.

Oh yeah, Crash is allergic to bees.



Don't fall off your stool ladies and gents but this is actually a moving game. Yep, besides a secret split in the road which uncovers one of many secrets and new enemies (you gotta' slide) The pits are just freakin' gorgeous.







Time to find the happy spot people, yet another ingenious morsel for the brave. Pictured center, it'll whisk you off to a joy-filled place.



67*





While Crash is hangin' he can lift his butt to avoid stuff and of course, spin. Crash didn't have an accident, that yellow water's being sparked by a pesky Eel. I can't believe you thought that.



Crash is happiest when riding. Be it a donkey or a lil' bear he digs the feeling.

These stages are now a lot tougher, laced with TNT, hard to reach crates and (gulp) Nitro!







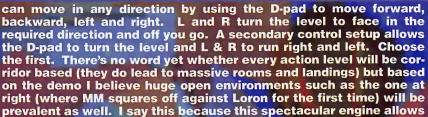


























DEVELOPER - CAPCOM

PUBLISHER - CAPCOM

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - TBA



E. STORM Capcom makes the transition from 2D to 3D with superskills and a hand drawn look!!







TOP AND BOTTOM: NEO FEATURES REAL TIME CINEMAS WITH FULL SPEECH
AND FLAWLESS ANIMATION.
IT'S LIKE WATCHING A 3D ANIME BETWEEN ACTION SCENARIOS!







பரீப

the player to see farther into the horizon than any other PS 3D to date. The simplicity of the polygons allows them to display quite a bit more. The trade-off, usually flat shading or simple gouraud shading is usually painful, but with the hand drawn technique in place the game looks as rich as one completely texture mapped. In the event MegaMan slips behind a polygonal object, it goes transparent rather than attempting to constantly adjust the cam-



era. You do much of the camera work in this game, at least thus far in the development. You'll get no complaints from me. Neo is one of the most original and event filled 3D adventures I've seen this year. I just hope they add more platforming as the demo's main play mechanic was shooting. I'm quite certain they will, I mean, after all, it's MegaMan.

Capcom couldn't say exactly when Neo



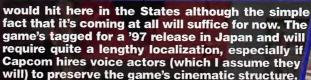












will) to preserve the game's cinematic structure.

I'll have updates and continuing reports as they become available along with extensive coverage in the months ahead.

ES







BELOW, MEGAMAN DUCKS BEHIND A ROW OF HOUSES ONLY TO HAVE THE HUGE PURSUING MECH DESTROY THEM IN ORDER TO GET A CLEAN SHOT. THE AREA ITSELF IS HUGE AND YOU CAN ALWAYS SEE FROM ONE END TO THE OTHER.

















RECORD



029

RACEPOSITION

Test IIII

l've always been a big fan
of the *Test Drive* series. Each game
has always had the coolest tracks, the fastest, most
popular cars around, and excellent options. With
each sequel they keep getting better, too. Through *TD* and

TD2's rudimentary first-steps, to TD3's massive leap, the staple of this series has always been progression. Progression of graphics—TD3 was one of the pioneers of polygonal racing on PC, and progression of gameplay—incredible driving physics, control, and the choice selection of fine automobiles. And with TD4 this tradition of progress continues. Accolade's latest racer, previewed here for the PS, casts a new mold for the racer that could. It's become streamlined, polished into a roaring fast polygonal beast, and absolutely screams with intensity.

For the first time ever in the series, an arcade-like approach (as opposed to a simulation approach) has been taken in TD4's design. But fear not, Accolade hasn't forgotten the spirit of the series. TD4 includes an awesome collection of exotics for your test driving enjoyment. The Jag XJ220, Dodge Viper, Porsche, 'Vette, and even a classic 'Cuda are at your disposal. Each realistically modeled and designed after their real-life counterparts, right up to the 'Cuda's rocky handling and the Jag's ferocious acceleration. And this time around, racing down highways in a rocket actually feels like it should. Your competitors drive just as maniacally as you. Cops roam the freeways, always ready to end your race should you bail in their vicinity. And the tracks are really fast this time around, blessing the gameplay with a Cannonball Run-type of balls-out intensity.

They're great looking tracks too. Big roadside detail, gorgeous lighting effects, and clipping that has either been eliminated altogether or pushed back well beyond the range of distraction. All accomplished through a unique, streaming (Crash-style) engine, TD4 loads great big chunks of track a few times every race, so that active polygons are only spent on the cars themselves and fragments of track at a time. Great idea. The end result? Excellent 30 fps frame rates and unbelievable speed, with no sacrifice to detail. The three playable tracks thus far—a country track, a San Francisco cityscape, and a snowy mountain course—are loaded with graphic touches and complimented by excellent design (I especially like the BIG air and cool straightaways through traffic in San Fran). They're long courses too, thanks to the streaming technique.

The game is already analog compatible, using both sticks (one steers, the other runs the throttle and brakes). Very accurate, and very impressive. And *Test Drive 4* is still an early beta, so there's much more to be looking forward to. We'll keep you updated. **G**



RRCEPOSITION











DEVELOPER - REFLECTIONS
PUBLISHER - ACCOLADE
FORMAT - CD

OF PLAYERS - 1-2 Difficulty - Easy Available - 4th QTR '97



GLITCH Vrooom, heh heh, vroom! Vroom, vroom, heh heh...



id you ever see Waterworld? You know, that rather large flop at the box office, starring old Kev Costner? Come on, you remember... It cost, like three trillion bucks to produce and although it was pretty crap, the idea wasn't all that bad... Well, this latest title from Psygnosis seems to be a big fan of the scenario behind the aforementioned movie. It combines a number of different themes, such as 'Ye Olde Shipwrecked Islands,' weird new technologies (floating towns and steam-driven contraptions) and hideous sea monsters that wouldn't look out of place in Moby Dick. Now take Micro Machines and replace the dinky little cars with a funky little pirate galleon, and then create sixteen wonderful, watery levels of exploration, fill the levels full of trea-

sure chests and get a bunch of comedy pirates to retrieve the loot... then you have got yourself *Shipwrecked*. In all honesty, I was more than a little dubious about this game when I first saw it, but after a while, it kinda grew on me... a bit like a limpet actually.

The aim of the game is to circumnavigate

the different stages in order to collect your lost pirate booty. Along the way you'll encounter ghostly pirate ships, large ugly crustaceans, bizarre flying machines and all manner of nasty sea dwelling critters than are bent on sending you to a watery grave. But all is not lost. Your rather splendid little ship is able to pick up many different weapons such as mines, flame throwers, cannons and even

depth charges that can be used to see off any intruders. You will also be required to overwhelm various sea ports and claim them in the name of decent, honest piracy by giving the occupants both barrels. The levels are incredibly detailed and there are gorgeous water and mist effects and a whole host of







BUULY CALL:

SHIPWRICKERS

secret areas to be enjoyed. The spot fx and music are excellent and are very reminiscent of my childhood days spent watching Captain Pugwash! A few gripes I have with this title are that when the screen is full of action, the frame rate can struggle quite badly,



and also some of the later levels are just a little too tough. Having said this, the overall feel of the game is pleasant and there are some truly evil bosses to overthrow. So, while it's not the best game in the world, you might want to stretch your sea legs and give it a whirl(pool). It's certainly a naval experience! **G**





DEVELOPER - PSYGNOSIS

PUBLISHER - PSYGNOSIS

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - ADJUSTABLE

AVAILARLE - FA



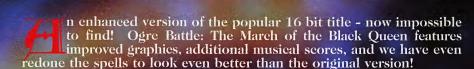
THE GUVNOR
Come fondle my
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"...Ogre Battle has Solid Seller emblazoned on it." (Video Game Advisor—April, 1997)



















"Il be honest: I didn't think Neversoft was going to pull it off. The last MDK preview disc we saw played OK, but it only captured a fraction of the PC version's graphical splendor. Well, I'm happy to report that this new preview version is a 100% improvement. It's still only the first level but things are looking considerably better. For a start the frame rate is up, hovering constantly around the 30 mark even in the large arenas. Secondly, Neversoft has gone in and software mip-mapped the floor textures to remove the horrible pixelation seen in the last version. The enemy textures are better, the asynchronous loading is working properly... heck, even the sniper mode bullet cams are functioning! Needless to say, I'm very impressed. If work continues at this pace we could be looking at a landmark translation.











PS owners get a few goodies exclusive to the home version of MDK. A redbook soundtrack (remixed versions of Tommy T's cool PC tunes), analog control, and best of all, secret arenas. On top of the 70+ arenas of the PC version, Neversoft has added a bunch of hidden warps that take you to all new arenas where you can earn power-ups. There's one right at the start of the game!

















DEVELOPER - NEVERSOFT

PUBLISHER - INTERPLAY

FORMAT - CD

OF PLAYERS - 1

DIECICIITY . INTERMEDIATI

AVAILARLE - NOVEMBE



KNIGHTMARE Coming along nicely. I'm impressed...



Jet Moto 2

hose of you who read GF on a regular basis know me as the sort that

weren't in yet, I'm sure each will feature a full-screen version at season's end.

takes apart racing titles. But not your normal, every-day titles like Ridge Racer or Daytona. Oh, no. It takes something a little uh, strange, to get my attention... (Choro Q, anyone?) Nevertheless, it still came as something of a surprise to me when a little game known as Jet Moto held me in its grasp for the duration of about five days, refusing to let me live a normal life until I had wrung each of its 9 codes from its grasp by beating it in just about every imaginable way... Now, it seems, my spare time is about to vanish once more, as Jet Moto 2 is poised and soon to be released. (This time, I'll have the foresight to pay my bills before popping it into my PS.)

Jet Moto 2 is, at this early point, both a bit of an upgrade and a bit more-of-the-same. The "upgrade" is the style of the whole game, which continues the feel of the first, but somehow looks more retro and modern at the same time. The front-end art is phenomenally done; the selection screens are beautiful. Also improved are the excellent drawings of each character, and, although they

And now the "more of the same" part of the game ... I was a bit disappointed to see that the graphics (at least at this point, fingers crossed) aren't a great leap from the first. Although they've been tweaked here and there, and there are new uniform designs for each team, there's still a sort of "ragged" look to the game. I would've thought that dropping the total number of riders in each race from 20 to 10, as they've done, would've allowed for more detail being given to the bikes, but it appears they've opted to increase the variety of the trackside detail instead, which is not entirely a bad thing ...

The biggest disappointment, for me, is the soundtrack. I used to bring the game to work, just to put it in my CD player, and listen all day to the awesome surf/lounge-ish tunes. But alas, JM2 uses more fast, heavy, rockin' cuts, which are still quite good, just not as... appropriate.

To be fair, though, all of this may change, as it's still quite early in development, and I'll remain optimistic. After all, with the amount of sleep I missed with the first, I'm sure JM2's gonna kick!











The most dramatic difference between the first Jet Moto and the sequel is the tracks. If you thought the tracks in the first were impressive (as I did), wait till you get a load of these. One course has you zipping through an abandoned mine (bottom left), another utilizes an old wooden roller coaster as the track surface (bottom right), there's a trek across a National Park, complete with geysers (left), and my personal favorite: A jaunt through post-"the Big One" Los Angeles!! Yep, you'll scream through the earthquake-ravaged streets of Santa Monica (right), the remains of the L.A. River aqueduct system, and even what's left of the nearly submerged L.A. International Airport (below)!!!











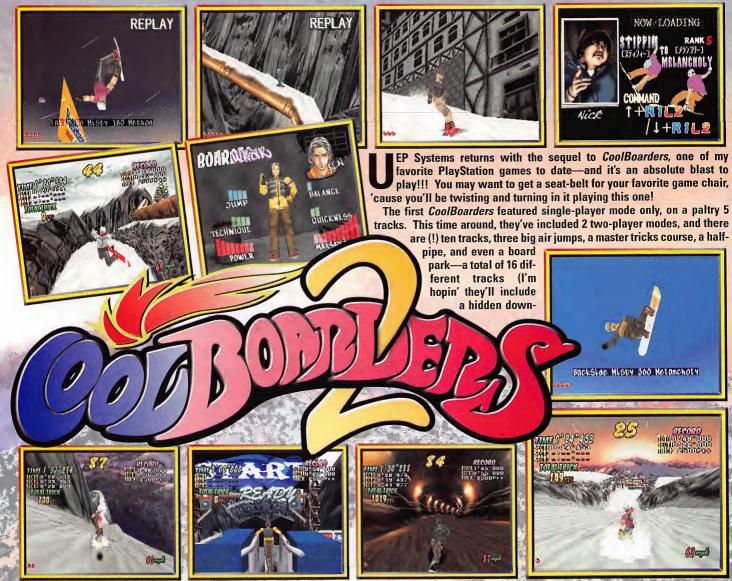


DEVELOPER - SONY



REUBUS It's all about Wild Ride!



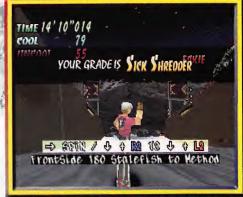


hill or two in the final). Also, now that the L1 and L2 buttons are gettin' into the act, the variety of tricks available has increased dramatically, and the inclusion of the Big Air Master mode (which drills you through the numerous tricks, grabs and combinations), makes it easier to learn.

There are four boarders and 9 boards to choose from initially, with varying statistics for response, quickness, power, speed, etc. The competition mode is split into 9 rounds, each of which gives you 2 runs at one of the big air jumps. The combined trick scores from the two big air runs determines the starting order for the the second half of the round, a race down the increasingly-difficult tracks. More than a few times I found myself duffing both tricks and starting 20 seconds behind the leader! Finding the little time-saving short-cuts becomes important if you can't land the tricks! Whether or not those that beat the game on the more difficult levels are rewarded with extra boards or boarders remains to be seen, but with the number of secrets in the first, I'm sure CoolBoarders 2 will have more than a few surprises (I, for one, hope to see the snowman return to the slopes!).

And as for the nitty-gritty? Well, graphically speaking, this is not a great jump from the first. This version (quite early, by the way) has quite a bit of polygonal breakup—seams everywhere. It's a bit distracting, but I'm sure it'll get cleaned up for the final. The music isn't like the cool twangy stuff from the first, but it is still really good stuff, louder and faster than the first. Suits me just fine... The control has been refined a touch, but is easily accessible for those familiar with the first.

Overall, it looks as though *CoolBoarders 2* will put its predecessor to shame by quite a margin, and considering how much I loved the first, I'm going to be in boardin' heaven when the final hits our offices. When that happens, I'll be back with the review—assuming they can pry me from my PlayStation long enough to get some work done.



The best new feature added in the second CoolBoarders has to be the Big Air Master Mode, a long series of jumps (like 20 minutes long!) which takes you from the easiest of single grabs to the insane combos that earn you big points in competition. Each successful trick earns you extra time. The shot above should give you an indication of the difficulty: 79 Cool, 55 Uncool. Not bad, but I'll keep practicin'! I've yet to reach the bottom!





DEVELOPER - UEP SYSTEMS

PUBLISHER - SONY

FORMAT - CD

OF PLAYERS - 1-2

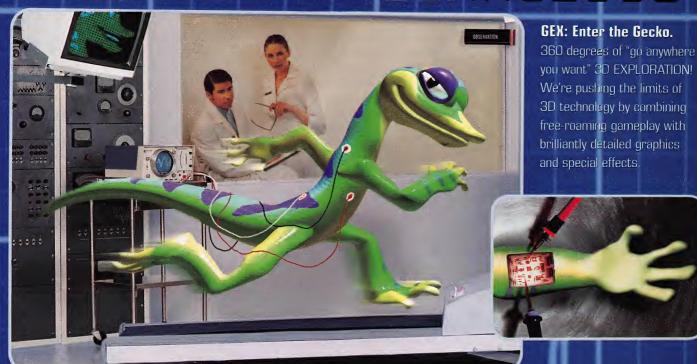
DIFFICULTY - N/

AVAILABLE - NOVEMBER '97



REUBUS Strap me in! Or should I say down?

WE'VE REBUILT HIM... MADE HIM STRONGER... FASTER... WE HAVE THE TECHNOLOGY



GEX is juiced with over 125 unique moves and 3,400 frames of fluid character animation. HBO® comedian Dana Gould returns as the voice of GEX, lampooning Hollywood's finest with over 500 lip-synched celebrity impressions and smart ass one-liners.



























EORNULA ONE FANS, STRAP YOURSELVES IN!!!

sygnosis' update of their immensely playable Formula 1 is coming along nicely. Formerly titled F1 '97, it now carries the more timeless moniker of Formula 1 Championship Edition. Just about everything, from the driver and team select screens to the actual car models themselves, has been rethought and tweaked in one form or another. To begin with, the interface is now more streamlined, presenting vital information in a more manageable and intuitive manner, and generally, things are more organized. For instance, in Arcade mode, you are shown the individual performance characteristics of your F1 machine in easy to read bar graphs. Also, the Arcade mode groups tracks into Easy, Medium, and Hard categories, making course selection a breeze.

The Grand Prix mode (this time featuring commentary from both Murray Walker and Martin Brundle—a twelve year

F1 veteran) is now more comprehensive and realistic. Naturally,

5013/1/1/1/1/1

Championship Edition

the courses remain largely unchanged from last year's game (being the wonderfully accurate representations of actual F1 circuits that they are), though they have been updated to reflect safety measures implemented this year by the FOCA. This includes, but is not limited to, redesigned run-offs in some courses. Also new are in-race safety flags and actual freaking vehicle telemetry. Talk about comprehensive.

Graphically, F1 CE has been nicely upgraded. The entire game now runs in 512 x 256 mode and the new Dynamic Draw 3D engine minimizes slow-down by drawing only the most visually important polygons, dynamically disregarding building tops, etc. In addition, the car models are now made up of roughly 1200 polygons, as opposed to 700 in the previous F1, and look far better.

There's so much more to talk about but it's just gonna have to wait for the final spread. I haven't even gotten to the improved physics engine (which now allows the cars to leave the ground) or the new views, one of which perfectly replicates the angle used on F1 telecasts (above and behind the driver). The original *Formula One* sold over 1.7 million copies world wide, and there's no reason to think this ambitious update won't be at least as popular. *SD*





PSYGNOSIS DOES IT ONCE AGAIN!!













DEVELOPER - BIZARRE CREATIONS

PUBLISHER - PSYGNOSIS

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - TOUGH

AVAILABLE - OCTOBER



SUBSTANCE D
He's off on the
green stuff!

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- **GamePro** July 1997

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Welcome the to latest preview SingleTrac's 3D undersea

JNDERSEA 3D ACTION! action game, Critical

Depth. For those who

missed the last preview in

which I detailed the story fairly well (Vol. 5 Issue 6), I'll provide a brief recap. It all begins with the discovery of odd

metallic structures surrounded by pod-like electromagnetic power sources in the Earth's ocean depths. Dubbed Thresholds, these mysterious, otherworldly manifestations thresholds, these mysterious, otherworldly manifestations begin spreading in a seemingly arbitrary pattern throughout the seas. As debate rages as to their significance and purpose, teams representing a full spate of interests descend upon the Thresholds in an attempt to unlock their secrets and harness its power. That's where you come in. Choose from one of twelve teams and set off to activate the Thresholds and blast anyone (or anything) that nets in your way.

anything) that gets in your way.
Played out over ten levels that take you from the shark-infested waters of the Mediterranean Sea to the infamous Bermuda Triangle, Critical Depth has a decent array of locales to maim, kill, and destroy in. And with a selection of twelve was a special or the stable of the share of the same to make the same the same to make the same to make the same to same the same that the same to same the same the same that same the same the same that same that same the same that same the same that same the same that same that same the same that same th unique subs to pilot, finding one to match your skill, or lack thereof, should be a no-brainer. There are balanced subs such as the French Oceanographer's (hmmm, who could that be?), and there are those such as the C.I.A.'s that sacrifice armor for speed, or the Russian's which has a high armor, low speed rating (Hunt for Red October, anyone?)

My personal or personal tay is the Greenpeace life raft—fire at fav will, captain (Ok, so it isn't in there, wishful thinking on my part). And going one step fur-ther (not much though), each sub has a unique special weapon in addition to the Just once, though, I default. would like to have a really fast, heavily armed, virtually inde-structible craft at the outset of

TWELVE UNIQUE WEAPONS!

the game, is that asking too much?! In your quest for the five Thresholds, you'll encounter strong opposition from rival teams. To help you along, some very helpful power-ups have been scattered throughout the ocean. There are, among others, Damage pods, Armor pods, and Shaker pods, which give you a special double weapon blast. You'll pool all the special double weapon blast. need all these things plus quick reflexes unless you plan on becoming a permanent guest of Davy Jones and Captain Nemo.

In addition to the one player quest mode, *Critical Depth* features a two player cooperative mode, a straight batthe mode, and a two player death match, giving you that *Twisted Metal* feeling in spades. *CD* also introduces something new to the underwater genre—combos and streak attacks. Basically, firing multiple weapons in very quick succession without taking a hit leads to more damage and the possibility of special rewards (mmmm, chicken) upon the game's completion. Singletrac should just rename this Twisted Metal: the Underwater Adventure and be done with it.

We should be able to play Critical Depth in its final form next issue, although it seems pretty much ready-to-go in its prestate. **Twisted** sent Metal fans start hyper-ventilating now. and Namco better watch to make sure that Treasures of the Deep doesn't stumble into Critical Depth... it could















DEVELOPER -SINGLE TRACK

PUBLISHER - GT INTERACTIVE

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - N/A

VAILABLE - NOVEMBER



SUBSTANCE D Can you take the pressure? (



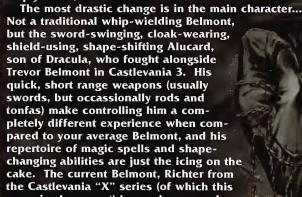
of the Nigh

Castlevania turned 10 years old last came and went with no announcement, (worst of all), no new Castlevania. Well, year to truly celebrate, but the present was definitely worth it;

year, a milestone that no excitement, and maybe we had to wait a Castlevania: Symphony of the Night is an incredible addition to one of

the game industry's most-celebrated series, a game that clearly exhibits an entire decade's worth of programming experience.

This is the sixteenth Castlevania release, and it does its many ancestors proud with its great play control and tightly crafted side-scrolling action. But Symphony of the Night differs from most of its predecessors in a great many ways. The normal level-by-level structure has been replaced with one (or is it just one?) giant castle in which you can move freely in a Metroid-like quest. You'll need certain items to get into certain rooms, but which order you pursue them is completely up to you. Other new features include an option screen in which you can collect and equip weapons and items, spells that can be cast at any time with fighting game-style movements, and "familiars" that follow you around and help you out, to name a few.











DEVELOPER - KONAMI

PUBLISHER - KONAMI

FORMAT - CD

OF PLAYERS - 1 DIFFICULTY - INTERMEDIATE



TAKUHI

(4)



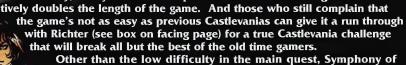




too, as is his former sidekick Maria, who has grown up quite a bit (if you know what I mean) since her last Castlevania appearance. They appear in brief storyline scenes that happen only rarely, but add a great deal to the game.

Graphically and aurally, Symphony of the Night is as impressive as you'd expect from a game of its pedigree. The backgrounds in many of the internal areas seem kind of gritty and flat, but the animation of Alucard and all of the screen-packing enemies is phenomenal. There are also a number of impressive outdoor locales and boss rooms, and some of the bosses are completely stunning. The music may take a while to get used to... It's not the spookily poppish Nazo Nazo-composed Castlevania music that we all grew up with, but it's no less an accomplishment. The instrumentations are more lush and complex, and there's a great deal of variety in style and tempo. Finally, the original art drawn for the game by Ayami Kojima is mind-blowing. While only the faces actually appear in the game, you can apparently get the art book of her stunning promotional art (and music CD of classic tunes from previous Castlevanias) by preordering the game. It's an opportunity you definitely should not miss.

SotN's massive castle contains well over a thousand screens, encompassing an indoor church, underground river, colosseum and various other locales. There are dozens of secret rooms, items, and paths, and the game's incredibly fast pace ensures that you'll be in a new area every few minutes. While this makes for an engaging gaming experience that it's hard to pull away from, the game's main basic quest is over a bit too soon... Once you get the hang of things and start grabbing some powerful weapons, the latter half of the game is a cinch. Fortunately, a very cool second quest adds a bit of challenge and effec-



the Night gives me little to complain about. This is an incredible game, and Konami should be praised for having the courage to make a traditional 2D game on a primarily 3D platform. The next Castlevania (on the N64) will definitely be 3D, and I don't doubt that it will live up to the series' high standards, but it's still great to have such an expertly-made 2D masterpiece to cap off the Castlevania series' first decade.

Here's hoping there'll be many more.







Once you've beaten Symphony of the Night, you can play as Richter by beginning a new game and entering his name (uh, Richter) at the name entry screen. This isn't just your typical cute easter egg... Playing as Richter is a whole new game. While the castle layout is the same, Richter comes armed with an impressive array of special attacks that allow him to get into any area of the castle right off the bat. He can't get items or weapons, but he can use different special abilities that are unavailable to Alucard with each of the sub weapons. His whip is strong and so he starts off powerful, but Richter's inability to level up or gain new weapons and armor make actually clearing the game with him incredibly difficult. Still, it's possible, and since the gaming experience is so

radically changed when you're playing as Richter, it's almost as if it's an entire third quest.

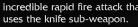
Another cool secret... Enter your name as AXEARMOR to begin the game (as Alucard) with the hidden Axe Armor that turns you into one of these classic Castlevania enemies. Too bad they completely suck.



Richter demonstrates his powerful uppercut, one of his many new moves.



Richter clears a room with an incredible rapid fire attack that









CRUSH YOUR FOE WITH EXTREME RAGE!!! THIS IS THE ROAD TO TRUE POWER!!!

GameFan have completed it: Me (of course) and Hikaru from GF Books, and those that haven't worship us like gods. Well, er, maybe not, but we sure are cool.

Arika also gets mass props for the addition of two all-new characters not present in the arcade game, Dhalsim and Sakura, plus a collection of decently (Hmm. On second though, that's putting it mildly. OK, poorly) rendered CG endings for each character. As a translation of an arcade game, it's perfect—something that unfortunately can't be said about most other Capcom

home conversions due to the vast amount of storage hand-drawn art requires.

Even if this review's sounded harsh, I give SFEX plus Alpha my highest recommendation.

you're a fan of *SF*, there's really no reason not to buy this. There's only two tiny things I could have wished for in this version: Expert Training for the four hidden characters and the option to fight on the arcade *SFEX plus* recolored backgrounds... but that's just nitpicking. The real question, however, based on their extremely close arcade releases, has to be: "Is *SFEX* better than *SFIII?*" My answer: No. But is

SFIII?" My answer: No. But is it a worthy addition to the Street Fighter legend? Without question, yes.







NEW CHARACTERS FLY INTO BATTLE!! FLEX YOUR WAY THROUGH THE STRONGEST WARRIORS ALIVE!!



SNAP LIMBS!



EXPOSE MARROW!!



BEAT 'EM DOWN!!!





DEVELOPER - CAPCOM

PUBLISHER - CAPCOM

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - ADJUSTABLE

AVAILABLE - FALL



NICK ROX
Respectificagliostro!

(1)









little less. Regardless, it's an impressive look, though I can only imagine how amazing this game would look at a constant 30fps.

The gameplay this time is much more varied thanks to the addition of 15 separate player vehicles. Apart from the selection of expected choppers (Apaches, Hueys, Cobras), there are now ground vehicles to command like an M1 Abrams, a Bradley, even an MLRS (Multiple Launch Rocket

System). And rounding out this myriad selection are planes (Harrier jump jet, A-10 tank killer) and a hovercraft. These new player vehicles are the most obvious and differentiating feature over Soviet Strike and make for a far richer, more active playing experience.

As for the missions (of which there are a multitude spread out over five completely different locations), they retain the mixture of strategy and shooting action that the Strike series is known for. There are all sorts of cool little things to do like escorting trains through hostile territory, dropping off and picking up agents, destroying bridges, and generally inflicting mass destruction on the enemy forces. And you must keep a close eye at all times on your HUD (Heads-Up Display), being careful not to let your armor, ammo, or fuel drop below safe levels. Thankfully, pick-ups have been liberally dispersed

throughout the levels. More information of prime importance to be found on your HUD is the new way-point indicator which can lead you to the next mission objective or just about anything that shows up on your map screen. That could be pick-ups, agents, even other player vehicles, so you're never really at a loss for where to go. I like this as it makes the action a little more traightforward, shifting the emphasis slightly towards the more visceral and fun activity of blowing things up. And when things blow up in this game, they blow up real good.

As much as this phrase is horribly overused, "fans of the original" are in for a real treat with Nuclear Strike. While I feel there's still a problem with enemies shooting you from off screen, it's less prevalent here, though still a little annoying. But the improved engine, fifteen player vehicles, enhanced FMV, and really satisfying destruction add up to one immensely playable game. Check it out.













Abrams Tanks Ready for Orders Use L/R to change selection. X to choose target.

In certain levels, you can direct troops and deploy tanks and such from the Map screen.

Be sure to check out the Info option on the Man screen to glean valuable information on enemy resources and mission data, but more importantly, to look at some more excellently produced FMV.







DEVELOPER - ELECTRONIC ARTS # 0F PLAYERS - 1

PUBLISHER - ELECTRONIC ARTS

FORMAT - CD

DIFFICULTY - INTERMEDIATE

AVAILABLE - NOVEMBER



SUBSTANCE D Soviet has gone Nuclear!











profess, "Bah! This is nothing more than a *Mario64/Crash* rip-off. What a con!" But it is those narrow-minded people who will miss out on one of the sexiest platformers to hit the PlayStation in a long time. So the sub-levels are quite small and the textures can be quite simple, but you get a total freedom of movement that you didn't have in *Crash*. And it could be said that *Croc* borrows heavily from *Mario64* (especially the underwater sections), but is that such a bad thing? Sure there's similarities to those other mighty games, but that is simply the nature of this style of 3D platform game. Whilst not being revolutionary in it's gameplay content, *Croc* offers you a highly enjoyable romp and certainly a worthy contender to the current PS platformer crown.

The in-game control of *Croc* takes a little while to get used to, ala *Mario64*, but soon enough, you'll be jumping, stomping, spinning and boinging from all kinds of platforms and ledges etc. I can seriously recommend the use of an analog joypad, as this improves the overall feel of the game immensely. Croc is able to spin round at lightning speeds and kill the baddies with his long, muscular tail. When this happens, he shouts out cool phrases such as 'KERSPLAT' or 'KABOOM' in a ridiculously high-pitched voice!

As a character, Croc looks gorgeous. In fact the whole game is like participating in a magically animated cartoon. The 3D environments are excellent, the light-sourcing, reflections and gouraud shading are near perfect. Phew! *Croc* also features some pretty funky tunes that are well suited to the funnature of the game. I especially like the music on the Option menu. It sounds like some freak has swallowed a banjo! There are however, a few minor criticisms to be noted. Firstly, the old problem of 3D camera angles rears its ugly head. Sometimes its nearly impossible to get the camera in the correct position to make that tricky jump. Another annoying problem is that the individual areas are a little

on the small side, so there can be a fair amount of disc access, but this rarely detracts from the excellent gameplay. On the whole, though, *Croc* is a monster game and a pleasure to play. You have listened to my views and thoughts on Croc, and it should be blatantly obvious by now what you need to do. Heed the words of the Guvnor, and get your greedy little mitts on a copy of *Croc* today. And when you're done having fun with him, you can always consider getting a pair of those crocodile boots you've

been after for years.















FORMAT - CD

OF PLAYERS - 1
DIFFICULTY - BEGINNER/INT.

AVAILABLE - NOW



THE GUVNOR
This ain't no croc!





Riding a red hot cap into oblivion!



Look, Ma... I just wasted another endangered specie...

K, here's the ingredients: Take two balding eggheads with large mustaches, add two loaded GunCons and preferably a large TV. Apply a large appetite for target practice at a twisted carnival shooting range... and slowly bake for about 30 rounds on H-Core skill level, and you have got yourself the bizarre, but strangely addictive arcade shooter, Point Blank (a.k.a. GunBullet). First released in the arcades way back in '94, PB was a big departure from the usual point-and-shoot titles around. Instead of mindlessly plugging the bad boys that popped up from behind crappy barrels, you actually have to use real skill, hand-eye coordination and split-second timing in order to achieve good results. The overall feeling that PB emits is one of standing at a tin-can shooting range in some weird fairground, waiting to hopefully win a big fluffy teddy bear and not be punched in the face by some scruffy urchin... or something... that's the only way I can describe it... OK, so perhaps I went to the wrong fairgrounds when I was a lad... Anyway, the game's main characters are two loveable chaps call Dr. Don and Dr. Dan. These marvelous freaky boys look like two hard-boiled eggs on legs, wearing Safari Joe's castoff strides and helmets! Crazy stuff, dude!

The game has many different modes of play.
These include Arcade mode (which replicates the arcade machine to the nearest pixel), a training mode that allows you to choose your particular stage and play it to death, a Party Play mode that allows various different types of multi-player challenges and scraps to occur, and finally, an all new Quest mode specially designed for the PlayStation. For those of you unfamiliar with the pleasures of PB,



It's a bullet festival!



Hi-ho, hi-ho, it's off to GunBullet Island we go...





5

Choose your difficulty level (this determines how many stages you will play, and the percentage of HARD stages encountered), and start shooting! Each stage has a unique goal. For example, you may have to shoot a certain amount of targets in a set amount of time, or you may just have to survive as long as you can. The stage themes vary dramatically—from trying to plug a brand new Ferrari seventy times in twenty seconds, to taking down a wobbly UFO in five seconds with one bullet! Others include annihilating fluffy cuckoos, blasting terrorists, popping flying octopuses, and even "doing a hit of the William Tell" by blatting an overring

even "doing a bit of the William Tell," by blatting an overripe apple from the crown of Dr. Dan's dome (not as easy as it sounds...)! So, the point is that it's damn good fun, and you'll soon be creaming all your pals with much gusto... "But Guy,

doesn't it get boring after a while??" I hear you cry...
I personally would say no, but then I've always been a *Point Blank* junkie...
So, just in case all that fun is not enough, Namco has included this top smart little Quest mode. Dr. Dan and Dr. Don take a dinghy ride to GunBullet Island

and are approached by a strange man telling them of riches beyond their dreams... All it requires is a gun, nerves of steel and a trigger finger that would make a SWAT Chief blush... So off they trundle, in search of wads of cash.

The GunCon is turned into a novel method of navigational control, and simply by aiming and shooting on the screen, you can get the boys to wander about in search of enemies to battle. The whole Quest mode has more than a bit of the RPG system of walking around and randomly getting attacked by baddies. By disposing of these pests, the Doctors can gain

experience points and cash, and therefore they can upgrade weapons to more powerful firearms, as well as purchase better armor and supplies. It's quite a novel twist on your average RPG jaunt. It proves to be lots of fun, and despite what you may think, it's damn tough to crack. Cheers, Namco, for adding more

life to an already downright funky game.

So, to summarize, the FMV intro is hilarious, the graphics are quirky 16-bit-tastic, the music is straight out of a Scooby Doo convention, the multi-player action is second to none, the options are plentiful, the Quest mode is a cool bonus and Dr. Dan & Dr. Don are brilliant little characters. The only down side to the whole affair is that you can only use the GunCon, and don't even think about using a bog-standard pad. What more can I say? Namco has done it again. Buy it now and start culling helpless, furry killer whales today!



















DEVELOPER - NAMCO

PUBLISHER - NAMCO

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - ADJUSTABLE

AVAILABLE - NOW JAPAN



THE GUVNOR Bad boys, bad boys, whatcha gonna do...





Bushido Blade is the most revolutionary 3D fighter ever conceived. While others have attempted to implement "true" 3D movement (side-steps and the like), or in-depth martial arts and weapons techniques, no game has pushed the 3D envelope as far as Bushido Blade. Imagine giant multi-plane arenas—absolutely stacked with detail—that you and your foe are free to roam through at will during your fight. Imagine complex, incredibly accurate swordplay, with true parrying, multiple weapon stances, and luscious death-dealing combos. And finally, imagine choosing both fighter and weapon, melding this character and his or her blade into an unfathomable synergy, only to enter a melee where a single critical blow determines the victor and banishes the vanquished. That, my patient, imagining friends, is the nature of Squaresoft's Bushido Blade. And it's had me locked in its spell for untold months.

Truth be known, 90% of my time with BB has been spent clashing with human opponents in the versus modes. Once in the Story mode, you may travel throughout the entire fighting compound during your battle. So if you're fighting on a bridge, for example, and you and your opponent eventually reach the "edge" of the bridge area and its surroundings, the game will actually take a second or two to load in a new section of the compound. It's fascinating. Have a second player join in and you can fight your way across the entire compound if you wish, running after each other like bloodthirsty madmen through a dozen or so linked environments. Slash through trees in a bamboo forest, duel beneath lush cherry blossoms, splash across a flowing subterranean river, run and climb through picturesque snow-covered fields (leaving footprints as you go), or jump into a cramped water-well to batter your foe against stone walls...it's simply amazing. And why, dear Glitch, is it so impressive? 'Cause it's never been done before, I've never played like this before, and for a introductory concept the designers (Lightweight) have handled things unbelievably well.

ow-covered fields (leaving footprints as you go), or jump into a cramped water-well to tter your foe against stone walls...it's simply amazing. And why, dear Glitch, is it so pressive? 'Cause it's never been done before, I've never played like this before, and for a troductory concept the designers (Lightweight) have handled things unbelievably well.

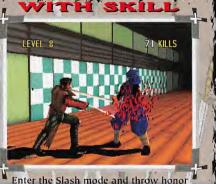
The graphics are astounding, considering the masses of character and environmental polygons in play, and the sound, including a stirring soundtrack by the super-skilled Arika (responsible for the Ridge Racer Revolution, Soul Edge, and SFEX scores) is high, high quality. Combined with excellent control, analog compatibility, and a perfect collection of gameplay modes, Bushido Blade is a rock-solid, ultra-replayable fighter.

Most importantly, it's strong enough to stay cool well after the 3D novelties have worn off, thanks to unique play mechanics. I urge you to invest in a copy as soon as possible... then you

Naginata

章章 2.2 kg 全表 181.0 cm

Nodachi



Enter the Slash mode and throw honor out the door! You're flung into a dojo to do unrestricted battle with 10 levels of ninja swordmasters. There's 10 opponents per level, so that's 100 total fighters to take-on! This is the best place to learn Bushido's sword fighting system, as each level of fighter practices a new, tougher Katana technique for you to learn, defend, and counter.



Long Sword

Katana



Sledgehammer

Broadsword

VITH HONOR

In the Story Mode the battle becomes one of honor! Choose from one of six charac-

ters and eight weapons and begin your quest

for inner peace and warrior prowess. Now, part of fighting with honor includes clean hits





DEV. - LIGHTWEIGHT/SOUARESOFT

Saber

PUBLISHER - SONY

FORMAT - CD



DIFFICULTY - INTERMEDIATE

AVAILABLE - NOW



GLITCH
"To slash with
honor... I'll
cut you
down!"

too can fight

with honor!

uestion: What could possibly be worse than

uestion: What could possibly be worse than being stalked by a crazed hunchback with a hideous latex mask? Answer: Being stalked by a crazed hunchback with a hideous latex mask and a massive pair of razor-sharp scissors. This is what the heroines of Clock Tower 2 must be prepared to face. To put things in perspective, there have been a number of gruesome murders in a small town located in Norway. All the murders

were committed by a deviant known only as Scissorman. The two main characters in the story are Jennifer and Helen. Both are being stalked by the killer, and it is up to the girls to solve the murders and bring

Scissorman's reign of terror to an end.

The game mechanics are very similar to those of a PC point-and-click adventure, and the graphical content is similar to *Resident Evil*. By moving a pointer around the screen, you are able to interact with the scenery, acquire items and talk to other characters. By questioning people, searching for clues and investigating different loca-

tions, pieces of the puzzle begin to slot into place. You are led from University research laboratories, police stations and libraries to different countries and evil, deserted mansions. The game unfolds in a fluid man-

SHEER TERRORI

ner and you are kept riveted to the plot-line throughout.

Clock Tower's best attribute has to be the suspense. By combining spot effects and orchestral music, a real sense of foreboding is created. Couple this to the truly panic-inducing chases that you are forced into during the game, and you will soon be hiding behind pillows and leaving a bed-side light on when you go to sleep at night. At certain stages in the game, your character will be pursued by Scissorman, and you will have to use your cunning in order to avoid a swift demise. Useful hiding places that I found were cupboards, cellar hatches, bathrooms and even a therapist's couch! (Oh and by the way, if you happen to have bedding sheets handy, please fell free to throw them on a rather disturbed psycho!) During the game, certain turning points are reached. By this, I mean you can directly influence the path that the story will take. By talking to different people, or not as the case may be, or by collecting clues and items, you can change which main character you control, and which ending you will be experiencing. The two main characters both have five endings and although the actual game does not take long to complete in terms of real-time hours, the longevity of the game is dramatically increased.

I like this game. It has all the elements of a sordid, nasty *Nightmare on Elm Street* horror movie, with truly cheesy B-Movie style voice-overs! Watch out, however, because you never know who is hiding in the shadows, behind a stack of boxes waiting to cut you a new orifice... It might just be Scissorman... Well that's it. I'm off home to bed... Wait a minute... Who turned out the lights... Mummy?? What's that noise??? sounds like...... AAARGGHH... **G**





DEVELOPER - ASCII

PUBLISHER - ASCII

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - FALI



GUVNOR
Didn't your parents
tell you not to kill
people with scissors?













H-CORE RAP INSANITY!! JEYEAH!!

Parappa the Rapper was released in Japan well over a year ago, and the Land of the Rising Sun promptly commenced Parappa-mania. The game became so insanely popular that Parappa became a PlayStation mascot (along with that Australian marsupial), and after the wise decision to release a wider variety of genres, the good folks over at Sony have granted this 2D rapmeis-

ter an American release. The premise of this astounding title is delightfully simple. So simple in fact, that I'm shocked it isn't part of Sony's marketing budget for recruiting MTV couch potatoes. You play the part of Parappa, a young pup trying to win the affections of his sweetie-pie... a flower. Parappa's a little shy, doesn't have a flashy car or much self-esteem. What he does have is the ability to 'believe' and a woolly hat with a frog on it. To eventually win his flower girl over, Parappa must rap his way through six stages as the story unfolds. Time to get fresh with the Parappster as he dishes out incomprehensible (but undoubtedly 'phat') lyrics in the doggy style... so to speak.

First up is an audience with an Onion teaching karate. Okay..! Once this root vegetable with gi attachment commences his rap, your task is to simply keep up with his beat by rapping in time and repeating his phrases. Rap precisely on cue and you'll pass onto the next stage.









THIS KAT IS KRAZIE! DANCE ALL NIGHT, DON'T MEAN MAYBE!

"SHAKE IT BABY"

VOICE OF GAMEFAN READERIE

YEAH ... P.J. BERRI IN THE HOUSE. WAZ UP Y'ALL!

Fail to hit your assigned button in time and your rapping style changes from 'good' to 'bad' to 'poor.' Commence freestyle rapping to earn 'cool' in the rapping stakes, and you're left to your own devices until your rapping style changes again. This delightfully simple premise (hitting buttons to a beat) is the entire game, and although that's all there is to it (apart from varying your beats to win the coveted cool status and enter the level's sub game), the astounding graphics as well as awesomely cartoonish and brilliantly animated swaying characters will appeal to everyone, from the pipe-hitting gangster to the Sesame Street viewer.

This is the rapping equivalent of the voice-overs in Resident Evil; cool sounding tunes not quite actually meaning anything, but that doesn't matter one jot. You're thrown into a convincing cartoon world full of deranged characters (a driving instructor named Mooselini for example) courtesy of Rodney Greenblat; the genius behind the invention of these 2D shifting weirdos. The game's such a joy to play, so far removed from any other PlayStation title (it's out there with

Tail of the Sun), and with a cast of lovable folk, it's easy to see why this game will and shall









YOU GOTTA BELIEVE!! TRUST ME. IT AIN'T NO LIE!!





REALLY! TRY IT FOR YOURSELF! GO ON, DON'T BE SHYLL

GOTTA BELIEVE!!"



"WOW, LIKE COOL"

appeal. A little short, and once you've mastered the raps there's little else but to groove on down to the infectious tunes, but the experience is definitely worth payin' 'mo money' for. And Sony... I want my Parappa action CH figures RIGHT NOW!!!





DEVELOPER - SONY

OF PLAYERS - 1

AVAILABLE - NOVEMBER



CHIEF HAMBLETON Parappa should definitely be in your house! (a)

Development is currently underway for the sequel to Lobotomy's hugely underrated corridor masterpiece: PowerSlave. Knightmare recently took a trip to Lobotomy's new HQ near Seattle to get the scoop.

GF: Tell us about the story for PowerSlave2?

LOB: The game is set in ancient Egypt, thousands of years before the first PowerSlave. At the start of the game, Ra (the sun God) disappears, causing a permanent solar eclipse on the land. It turns out that he has been abducted by one of his arch-rivals, and it's your job to rescue him

and return light to the world. As a young Egyptian warrior you must seek out various Egyptian Gods and attempt to gain their supernatural powers, in order to ultimately challenge and defeat Ra's rival.

GF: You've stated PowerSlave 2 will be a 3rd person adventure, like Tomb Raider. How much will a 3rd-person perspective alter the gameplay? Will it play more like Tomb Raider?

LOB: No, it's much more action oriented than Tomb Raider. There's more involvement with each enemy, more hand-to-hand combat. There will be some enemies that you can crush quickly, like the spiders in PowerSlave, but for the most part, combat will be a little bit more complex. We want to give the creatures more believable AI. So they can run and hide and come back out on the other side of you and attack.

GF: Will the combat be like PowerSlave?

LOB: It will still be weapon-based, but this time there's a lot of hand-to-hand combat. The hand to hand will be a simplified version of a one on one fighter, like Tekken. As you close in on an enemy the camera pulls out to the side so you get a better view of the action.

GF: Will the camera system be similar to other 3rd person adventures, like Tomb Raider?

LOB: There will be all sorts of cameras, but for





the most part it will follow you around and stay behind you

so you can see the action clearly. In certain areas there might not be room for that camera so we'll put in a more dramatic camera. As you walk into a room you might want to have a side view

so you can see a God or a big enemy approaching. We're going to have very dynamic camera use. GF: Will you still have the world map screen for accessing levels?

LOB: No. There's a map you'll see for reference but you won't be able to use it to change levels. You'll actually have to physically travel from place to place. It's kind of like Tobal 2's Quest Mode, where you

go from area to area, and it loads another area quickly. But you'll need a special ability to reach the Afterlife. GF: What's the Afterlife?

LOB: Instead of just having regular 3D play like in PowerSlave, we are actually going to include a 4th dimension—the Afterlife. The Afterlife will be a whole 'nother supernatural world, mapped over the world you are already on. Once you gain the ability to cross over you can travel between the two worlds at will. By doing certain things in one world, you can alter the physical appearance of the other.

GF: So you're going to design two interlocking versions of every level?!

LOB: Pretty much. They're going to be pretty involved.

GF: How do you reach the

Afterlife? LOB: It's an ability you acquire

about 3 levels into the game, the first time you die. We'll use it for puzzles and shortcuts, and for reaching areas that you couldn't previously get to without the ability. The Afterlife is basically a con-

tinuation of the non-linear game structure that we had in the first PS. In fact, PS2 will be even less linear than PowerSlave. In PS2 you can actually skip some of the Gods and not get all the weapons, or all the abilities. You don't need everything to complete the game.

GF: Will the main character have superhuman powers like in PS?

LOB: Kind of. He's a little bit more super human than most characters. But he won't be crazy like he was in PS, where you could fly around for an unlimited time or jump up higher

than your height. But it will be close to that. You'll able to get powers from different Gods.

GF: How much will the level design differ from the first PS? LOB: We want the environments to be lusher than PowerSlave. Not as much sandstone. Larger scale. More dec-

orative. One of the important things we want to try and accomplish, that we didn't do in PowerSlave, is the distinction between natural terrain and manmade terrain. They kind of blended together in PS. Hopefully we can create more natural-looking terrain and more interesting man-made structures. You know, rolling hills and rounded surfaces, instead of having everything squared off.

GF: Are you using the same graphics engine?

LOB: No, it's a new engine. I mean, we're using the same tools we used to build the other engine, but it has a bunch of different techniques depending on whether you're indoors or out-

doors. I'd definitely call it new. GF: Will PowerSlave2 be multiplayer?

LOB: The PC version definitely will be. As for the PlayStation version, I think we will probably do a link cable mode.

GF: Is there any connection PowerSlave between and PowerSlave 2. besides the Egyptian theme?

LOB: A few of the characters are back, some of the weapons, some of the Gods. The Cobra Staff is in there, but it comes in two forms. And it's not a staff anymore. Plus we're throwing in a weapon similar to the controllable missiles in Death Tank.

GF: Will there be Team Dolls? LOB: Wait and see...

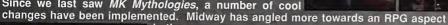


COMING SOON: PLAYSTATION

· MK Mythologies ·

MIDWAY · ACTION/FIGHTING · OCT.

Since we last saw MK Mythologies, a number of cool





in the game so now when you begin, Sub Zero has only his basic fighting skills with which to battle. By employing the MK3 combo system, you can perform cool combos on enemies and receive experience points. The bigger the combo, the more points you receive. experience points increase your fighting skill levels and allow you to earn your special moves (e.g. the first move you receive is your infamous iceball attack). As your experience levels increase, you gain more special moves. Currently there are nine to master. It should be noted that MK's fatalities are included, although whether or not babalities, mercies and animalities will be included remains to be seen. Also new to game is the items backpack, which enables you to pick up and use various power-ups. These include flasks and potions that restore health, and keys to open doors etc. Perhaps the most exciting news however, is that there will be an exclusive preview of MK4 included on the disc! MK fans will bask in the glory of fresh new Kombat.









UNCLE FESTER'S GOT NUTHIN' ON THIS GU















· EXCALIBUR 2555 AD ·

SIRTECH · 3D ACTION/ADV. · SEPTEMBER

With its 80+ talking characters and over 200 areas, Sirtech is hoping to capture the adventurous thrill of Zelda and the environmental skills set forth in Tomb Raider with Excalibur 2555 AD. Now ready for final review, Excalibur is on the operating table now being dissected for a November issue review. Beth is hunting down the legendary sword Excalibur in the future, to return to Camelot, and the road, it's a long one!.

You may be wondering why we're reviewing Excalibur 2555 AD again. The thing is, SirTech has made guite a few changes in the game for its US debut.













· Enter the Gecko ·

CRYSTAL/MIDWAY · 3D ACTION/PLATFORM · IST Q. '98

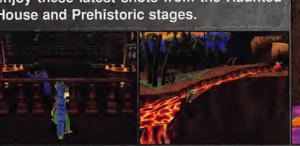






Crystal Dynamics may be crafting the finest 3D critter-based platformer ever devised. It's no wonder the opportunistic folks at Midway joined on to give *GEX* the send-off he deserves when the game ships in January. Both a Nintendo 64 (with 2 unique levels) and PlayStation version should ship simultaneously. We'll preview the latest stages (like Aztec and Cartoon) and bring you up to date on the game's progress in the November issue. 'Til then, enjoy these latest shots from the Haunted House and Prehistoric stages.









· One ·

ASC · 3D ACTION/PLATFORM · 4TH Q.

Destined to be one of the next big franchises in gaming here's some new (and very epic) shots of ASC's *One*. Visual Concepts has found the PlayStation's power core and they're exploiting it with grand style. We're talkin' stuff flyin' everywhere, a fluid frame rate, detailed textures, and little to no clipping, all goin' on simultaneously! The game's atmosphere and mood is excellent as well. The game is entering those crucial stages as the team begins to implement and tweak the gameplay, collision, difficulty, etc... As soon as we get some buttoned up materials we'll cover more than a few pages with *One*-ness.









YOU KNOW YOU WANT ONE.

COMING SOON: PLAYSTATION

· Blasto ·

Hey, it's Phil Hartmanl I swear I feel like I know this guy. He definitely gets around. Here he is belting out what will hopefully become a memorable flurry of witty one-liners for our new pal, *Blasto*. I'm actually expecting a previewable version for the next issue... finally. This is definitely an E. Storm kinda game: platforming, shooting, exploring. It's everything a growin' game mutant needs!









· 10 ·

SONY · PUZZLE · SEPT.





In this bizarre 3D puzzle game you must capture 'Qubes' as they roll down the screen before they reach the end of your stage. Use 'advantage' qubes to clear large areas, and avoid the 'forbidden' gubes. Very addictive stuff. The music sounds like it was left over from some epic RPG that never got made! We'll review IQ in November.

· Pandemonium 2 ·

CRYSTAL DYNAMICS · ACTION · SEPT. Next month we'll review Nikki, uh, I mean we'll review

Pandemonium 2! Crystal's gone absolutely ballistic on the game's visuals and, as it was in the 1st installment, the CG is 2nd to none. Besides being a better produced overall package,













P2 seems more dramatic in every way. Stomach altering drops are deeper, maniac bosses are more maniacal, and out-of-control level design has transcended to mad scientist proportions. Read all about it in the



he Saturn's bread and butter, in-house translations of Sega's often brilliant arcade titles, is about to be spread a little more thickly with the coming of AM Annex's *Sega Touring Car*. Though only about 50% complete at this stage, fans of Sega's racers should look forward to being delighted yet again.

In STC, you're treated to the usual three tracks—in this case, the Country Circuit (beginner), Grunwalt (medium), and Brickwall Town (Expert). There are four cars to choose from, real road-going vehicles modified for Touring style racing that include an Opel Calibra V6, Toyota Supra, Alfa Romeo 155V6Ti, and an AMG Mercedes C-Class. Each has its own default handling set up, though in the new Saturn mode, you can modify and then save changes to gear ratios, tire hardness, front and rear suspension settings, etc. for each of the four cars. In both arcade and Saturn modes, you can race in a Championship mode, a time trial mode, and a two player split screen. Standard racing fare.

Sega Touring Car features some of the most pumping driving tunes, nay, songs, ever to grace a home racer. The redbook tracks are pounding with intensity and spiced with some block rockin' "ryrics" like, "Are you stuck in a window pane," and, "It's better than ever, instant poetry!" Only in a Sega racer.



Choose from an Opel Calibra V6, the Toyota Supra, the Alfa Romeo 155V6Ti, or the AMG Mercedes C-Class!

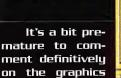








SEE CAR TOURING CAR







Customize and modify your vehicle's tire hardness, gear ratio and the front and rear suspension!





at this point as the game is not finished, but seriously, how could it end up looking any less stellar than Rally or Daytona CE. Already in this version, the draw in distance is respectably distant and the speed of the engine is astounding. If the inconsistent and jumpy frame rate can be fixed for the final, this will be one amazing looking Sega racer.

Come November, we'll just have to see if AM Annex's conversion of their arcade title will fare as well as past successful AM translations. We'll let you know. Its pedigree certainly can't be scoffed at. **SD**





DEVELOPER - AM ANNEX

PUBLISHER - SEGA

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - ADJUSTABLE

AVAILABLE - WINTER



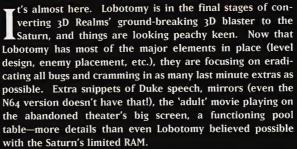
SUBSTANCE D
Are you stuck in a window-pane?





THE NUKEN









I know this is only a preview but I've got to tell you that this game is looking great. The engine fairly blazes along at a near constant 30 fps, with clean textures, enhanced lighting effects and dozens of enemies on-screen. The music is awesome (Lobotomy's in-house musician has composed redbook audio tracks based on the PC's MIDI tunes), the control is perfect, the action is frenetic and the two player mode is shaping up to be the best reason to own a NetLink.

As if that wasn't enough, Lobotomy is throwing the latest version of Death Tank (which features earthquakes, lasers and recordable stats) onto the disc as a hidden extra. How do you access it? Now that would be telling... **K**











SMUT...COME GET SOME

Unlike the N64 version, Saturn *Duke* will retain ALL of the er, 'questionable' scenes of the PC original. That includes dancing strippers (who actually remove their tops when you give them money), cocooned naked women (who can be killed), pornographic movies and the extremely controversial cut-scenes. For instance, when Duke confronts the episode 2 boss he remarks, "I'm gonna rip off your head and s*** down your neck." Defeat the boss and you get a cut scene where he actually makes good the threat. I kid you not!







DEVELOPER - LOBOTOMY

PUBLISHER - SEGA

FORMAT - CD

OF PLAYERS - 2

DIFFICULTY - ADJUSTABLE

AVAILABLE - OCTOBER



KNIGHTMARE
I'm gonna
get medieval
on your ass!











you see these screen shots? That's Quake running on a Saturn. The enemies are slightly smaller than the PC version, the textures are a bit grainier, a few of the level layouts have undergone some minor surgery, but otherwise it's Quake, on your Saturn, running at a very reasonable 20+ fps. Ok, let's just think about that for a second. Quake—a cutting edge PC title that only last summer represented the absolute pinnacle of PC technology, requiring a Penti class processor with a minimum of 16 megabytes RAM to









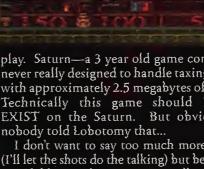
"What Lobotomy has accomplished here is something of a technological miracle...



play. Saturn—a 3 year old game console, never really designed to handle taxing 3D, with approximately 2.5 megabytes of ram. Technically this game should NOT EXIST on the Saturn. But obviously

I don't want to say too much more now (I'll let the shots do the talking) but before I go I'd like to clear up one small matter. Everyone criticizes Quake as being a poor single player game. Quake is NOT a poor single player game. It's just better in multiplayer. The single player quest is still fast, violent, challenging and above all, dripping with gothic atmosphere. Plus Saturn owners

also get 4 exclusive Lobotomy-designed levels, enhanced lighting effects and Trent Reznor's awesome redbook audio soundtrack. Given the hardware limitations of the Saturn, you quite simply could not ask for a better conversion than this. More next month.



KNIGHTMARE Now, about that link mode...

SEGA SATURN

DEVELOPER - LOBOTOMY

PUBLISHER - SEGA

OF PLAYERS - 1

AVAILABLE - WINTER

























GUESS WHAT
MILLIONS OF
AMERICANS WILL BE
DOING THIS
THANKSGIVING...
BOYS... BOYS? BIRD'S
READY... BOYS?...
HONEY COULD
YOU... HONEY?

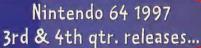




The latest in Hudson's hyper-addictive *Bomberman* series makes its way to the N64 courtesy of Nintendo who will do the honors here in the States.

This time out, prepare for enhanced graphics and sound, as well as all new features exclusive to this version. The new Story Mode is set in a 3D rendered pseudo-isometric perspective and smashes the 2D *Bombermans* of the past. Of

course the always intense multi-player mode is here as well with clean renders and realistic effects. With so much attention focused on *DKR*, *Bomberman 64* had less impact, but when it comes to staying power, well, anyone who's bombed before will tell you, *Bomberman* is pure addiction. Look for it in December.



© 00033481





Aero Fighters Assault - Mc O'River Bomberman 64 - Nintendo Clay Fighter 63-1/3 - Interplay Diddy Kong Racing - Nintendo Duke Nukem 64 - GT Interactive Extreme G - Acclaim F1 Pole Position - Ubi Soft Jeopardy - GameTek Lamborghini 64 - Titus Mace: The Dark Age - Midway Madden 64 - Electronic Arts Mischief Makers - Nintendo MK Mythologies: Sub Zero - Midway Multi Racing Championship - Ocean Mystical Ninja 64 - Konami NBA In The Zone - Konami NFL Quarterback Club '98 - Acclaim San Francisco Rush - Midway Top Gear Rally - Midway Wayne Gretzky 3D Hockey '98 - Midway WCW VS. NWO: World Tour - T.HQ 111 Wheel of Fortune - GameTek

LLET'S GET READY TO GRUMBLLE!









Clay is used in many facets of today's society. For instance, clay is used to form pottery in which foliage can be planted. Clay is also used to make such everyday items as coffee mugs, dinner plates and cereal bowls. At one time, before it got into your TV, this very game was made from clay!! Astonished?

Amazed? I knew you would be, it's no secret that I'm a fan of the fighting parody. I've liked all 3 incarnations of clay, but this game far exceeds my need for parody

parody. The liked all 3 licarnations of clay, but this game far exceeds my need for parody and lapses into a really well-crafted fighter.
Seldom using the words rendered and art in the same sentence, I am prone to in the case of Clayfighter 63 (and of course one third)
because, although rendered, this game is a sculpted piece of art in action. The characters are a large part of what makes it come together—and come together it does splendidly.

After a vocal introduction and a quick gander at the options, select one of nine initial fighters and get ready to crumble!
Following the astounding polygonal arenas that come spinning
Into view, Michael Buffer (the "Let's get ready to rumble" guy) gets the clay rolling, and from there the game never shuts up as gets the clay folling, and from there the game never shuts up as some of the (no, thee) funniest one liners you've ever heard in a game begin to fly including such favorites as "Egg Fu Yung!", "Taste it", "We Jammin", "Fly the voodoo skies", and many, many, many more. "Spillits" (pieces of each character that coincide with their

on-screen persona) fly as well. For

instance, throw down a Super Brown Betty Combo on Kung Pow

and the Woks will fly!

The action, a mixture of Street

Fighter (shadowy supers and that comfy
button configuration) Killer Instinct (combo breakers and
just a pinch of MK (Claytalities) is almost too fun as it's

On the other hand, as a serious fighter, the eye-popping backgrounds, cool new
break-through system, great (and funny) combo engine, accurate controls, and

oundtrack would make this a no-brainer purchase anyway. Now The action, a mixture of Street

great soundtrack would make this a no brainer purchase anyway. Now toss in a bundle of hidden goodles, like massive or thry body size, hidden clay and cool camera tricks and voilal 64 bit clay must be

pounded





A SPEED JUNKY'S

WET DREAM!





n the intense, pantaloon-sullying world of futuristic racing action, one title leaps up from the pack and bites you hard on the ankle until you're forced to play it to distraction. That game is WipeOut XL for the PlayStation. Now over a year old, WipeOut XL has never been bettered in terms of speed and gameplay... until I began my unfolding relationship with a small gray cartridge labeled Extreme G. What I initially dubbed as a somewhat blurred and foggy homage to Psygnosis' crowning achievement slowly turned into a sweaty-palmed, nostril-twitching weave through absolutely the most rapid racing game ever on any system. This is the Ferrari F-40 of racing titles. Forget yer Rushes and yer Top Gear Rallies. If you're after pure undiluted speed, then hop on board a Tron bite and meet me at the starting cyber-grid...

Remember that laughable '80s television show called *Street Hawk*? Who can forget those Glen A. Larson-tastic special effects and the hilarious bits every show when the bike 'turboed' down a city street, and the film speeded up to create a pretty crappy sensation of speed? Well, forget your pseudo-speed; *Extreme G* is faster than that. This here's the FUTURE, gosh darn it, where all the logo and decal-making are Designers Republic influ-

al-making are Designers Republic influenced, you're cyber-stuffed into your purring metal bullet, and hurtled down tracks at stupidly quick rates. As you may have gathered by now, this game's pretty fast.

I just wasn't prepared for how fast until I'd screeched around the glut of insane courses on offer here. What follows is an overall impression of the game based on a single day's play.

extreme-cs

EAR-POPPING, HEAD-WRENCHING SPEEDS!

Firstly, the new logo looks cool. Very, er, Designers Republic-influenced (Sheffield-based company responsible for the look of the WipeOut games as well as a load of UK band covers such as PWEI, er, but not involved in this project). There's an excellent array of options, ranging from a two-player game mode, practice tracks, a shoot-'em-up against a grizzled CPU mercenary opponent and the usual "FX up, music down" that we've all come to know and love when playing cartridge-based games. But wait! The music's actually pretty cool; very (heh, heh) WipeOut-influenced techno dance numbers. Sure, there's not enough of them and they sound as if they've been ported straight from an Amiga 500, but they're good enough to actually listen to while you're playing the game, which is more than can be said about the dirges I had to survive in San Francisco Rush...

Okay, I know you'll be frothing to learn how the game plays, and in this respect, Probe is to be given a thumb way up for the game engine. Providing you change your accelerator button from the Z trigger to the A or B (otherwise, the constant pressing will numb and eventually atrophy your index finger), you've got a vast array of bikes to plummet around the courses on. Flick through them in the 'choose your bike' screen, scratch your head and try to figure out what the different logos in the 'bike performance' section mean, and prepare to tear down the trackway. Wind your way past power-ups, over massive jumps, up, down, over and under terrain, jetting over ramps while letting off rockets, bombs, waves of electricity and

lasers at any hapless CPU foe who dares to challenge you (those computer-controlled bikes are tough but never unfair). What starts off as a speedy jaunt around a desert track soon turns into full-throttle insanity as I found out when I hit my turbo boost. It all went into Street Hawk-based madness...

The moment my twitchy finger hit the boost button, I was propelled forward faster than an AK round out of a gangster's Klashnikov. "Wooohoooo!!! Arrgh! Bibble!!" I spluttered as I wrenched for control of my wildly contorting bike. "This is eye-bleedingly fast!" Add to this some wildly spasming courses (these are more like roller coaster rides on steroids) with loops and twists like nothing you've seen before, multiple routes through canyon-like zones, plus more levels the further you progress (culminating in a frankly scary *Mario*-style grassland with mutant trees, sky villages and massive UFOs buzzing you), and you'll realize why I had to be sedated after my first half hour of gibbering gameplay. Smooth, yet blurry graphics moving at blinding speeds, two secret bikes, and a lava stage that'll have you scraping your jaw from the floor. A speed junky's wet dream.



















DEVELOPER - PROBE

PUBLISHER - ACCLAIM

FORMAT - CART

OF PLAYERS - 1-4

DIFFICULTY - ADJUSTABLE

(and it's a blatant [yet plea-

WipeOut XL Good, clean,

and Extreme CH

surable]

rip-off). polished

foggy fun.

AVAILABLE - NOW



(4) CHIEF **HAMBLETON** Fly through fog at frightening

velocities!



What is it exactly that you look for in a racing game? Is it a smooth frame rate and a respectable stable of of competitors? Perhaps it's variable terrain and weather, a formidable two player mode, and awesome

physics & playability? Of course it wouldn't hurt to have a wealth of options and game modes, analog control, simulation and arcade play, and cool



replays either.

Of these 10 features would a game that had five or six of them float your boat? Well, gentlemen (and maybe even a few ladies), Williams Home Entertainment will soon bestow upon N64 gamers all of the above!

Top Gear Rally is all wrapped up and should be out (or just about) by the time you read this.

If you're a Rally fan especially, settle in for a monumental challenge,



(5) (9)



DEVELOPER - BOSS

PUBLISHER - WILLIAMS

FORMAT - CART

OF PLAYERS - 1-2

DIFFICULTY - INT-ADVANCED

AVAILABLE - OCTOBER



Once engaged the throwing mania, master the power-slide in practice mode and then enter a full blown Rally vs. 20 opponents! lt takes super skills to master all five tracks as you must contend with weather that realistically the effects gameplay (to an

spread).



LAP 1/3



59 MPH



NIGHT TIME RACING WITH REAL TIME LIGHTING!...







PLUS, THE MOST REALISTIC SNOW PHYSICS EVERI...







and, tire treads that kick out wakes as the rain falls!





E. STORM THIS GAME IS RALLY GREAT.











LAP 1/3

2 40



FROM THE LOW DESERT TO TWISTING MOUNTAIN PASSES, RACE THROUGH EVERY TYPE OF TERRAIN IN 5 KINDS OF WEATHER!



quite mundane. It hardly factors in though as it's played low behind the actual race effects which should rightfully take center stage. The two player mode (via split screen) is cause for some mild clipping but a respectable frame rate is adhered to making this one of the better 2P racers out there. If I must whine (and I must, it's in my con-

LAP 2/3

tract) I could have done with a track or two more (although hidden ones do ease the pain) and perhaps an optional full bodied soundtrack, but given the shortcuts, superb weath-

er effects, spot on control, respectable length, and heavy options, I choose to simply say bravo to Boss for makin' it great and Midway for marketing it as such. TGR is a winner, pure and simple. So go get all dirty... and wet... ES and snowy... and foggy!



200



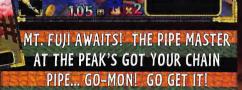




KONAMI FLEXES ITS 64-BIT MUSCLE!

WHITH THE PARTY OF THE PARTY OF

Goemon, one of my most anxiously awaited N64 titles of this slightly dry year, has finally made its way into my wanting hands. Albeit Japanese and difficult at times to play as a result, I have my secret weapon in place (a translator) and... Konami's phone number!! As you can imagine, the first thing I did when astonishingly (I thought for sure it would be delayed, aren't they all?), Goemon showed up, was call Konami for the low down on a stateside release. If the game's an import-only title, by GF rules it gets reviewed in JNN. But if it's coming this way in the foreseeable future, it's regarded a US preview, as possible fixes and of course localization will surely play a part in the game's overall score. After enthusiastically singing the game's praises I was informed that indeed Goemon would be coming home as soon as this Christmas. You gotta love Konami of late-VandalHearts, Castlevania, Goemon, Metal



110 m x2



Gear, Hybrid Heaven... they're making all the right moves.

As hyper Japanese as it is, I believe Goemon (touted Mystical Ninja stateside) will finally break into the mainstream this time out, due to some spectacular 3D adventure-filled game play, a truly memorable soundtrack (32 megs of 128 are dedicated to music) and one long, diverse, Zelda-esque quest. If Goemon makes Christmas it will beat out Imagineer/T•HQ's "Quest" and

become the first ever Nintendo 64 action RPG, and that carries a lot of weight in

ries a lot of weight in Nintendo-land— especially with Zelda quite a ways off (the latest is 2nd Q. '98 US).

Goemon takes place in and around Oedo, Japan. On this fateful day a UFO appears carrying a band of invaders who call themselves the Neo Mt. Momo Bakufu! These evil musicians from another galaxy intend to take over (don't aliens always) Oedo using (and now get this) "Gorgeous My-Stage Tactics." That's right, you heard it here first. As I said, very Japanese! It's so cool, don't



7 290 m 2 ×2 A













DEVELOPER - KONAMI

PUBLISHER – KONAMI

FORMAT - 128 MEG CART

OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE- NOW JPN./U.S TBA



E. STORM Konami's dedication to this series is both welcome and admirable.







SAN TRANCISCO Taketo the streets of San Francisco



DEVELOPER - ATARI GAMES

PUBLISHER - MIDWAY

FORMAT - CART

OF PLAYERS - 1-2

DIFFICULTY - N/A

<u> AVAILABLE - FALI</u>



CHIEF HAMBLETON This game must have been modeled after Waka's driving!!

nother version of San Francisco Rush has landed in my stinky lair for Hambleton approval, and to continue where I left off after last month's frothing, I can again extol some virtues about this great-looking (and playing) racer/flying game from Midway. First

however, I'd like to iron out a few of the inaccuracies

I reported last issue. Firstly, this is a faithful port-over of the arcade ver-

sion, but it isn't exact. Don't expect sparklingly clear graphics; this is a slightly cut-down version of the \$20,000 arcade unit, but it's as close as I'd expect it to be on any home version. Secondly, those wild claims of 60 fps action that I threw about with gay abandon. The game looks to be running more at around 30 fps with some slowdown. Not jaw-dropping, but impressive nevertheless. Cuh, I dunno, ya can't trust anyone these days... Apologies if I overexcited anyone; obviously the spirit of the Enquirer had entered my brain...

But hey, this is still a fantastically fun game to play! I've now got eight drone cars to weave about during my giddy racing antics, and all the courses are now in place. You know, this game's half about racing for first place, and half about scraping along the sides of the tracks, looking for every secret zone this game has in spades. We found an area on the fifth course where you launch (A-Team style) from a grassy ramp, onto the roof of a house, over a street and into a town square. Of course, even if you're slightly off center on your jump, there's little chance of landing in one piece... but the uncontrol-







lable flight through the air (twisting violently from side to side) before landing in an inferno of fiery death more than make up for this. Think back to *Hard Drivin*' in the arcade and you'll instantly understand the insane (and totally unrealistic) 3D car physics going on in this title (hence the 'flying' motif I pinned to this title earlier in the preview).

Special mention must be made of the sixth course. Still under construction, this features the wildest ride yet, a massive straight section you roar up and down three times per lap, a secret jump which is so over-the-top I'm not even going to describe it, and a cliff-top area where one wrong bounce sends you tumbling down a ravine and into the ocean! Now here's fun; after this section, there's another mad jump where you can line up your trajectory and land your car onto the roof of a set of buildings and then down onto the tarmac. Simply demented driving that you've never witnessed before in a video game! Add to this a new 'powerslide' button (thus making braking totally irrelevant) where you press the bottom C button and your car skids left or right wildly, and you have the increased controllability problem (which I mentioned last issue) thoroughly solved.

Rush is shaping up to be the most fun racing game you can possibly have. But... there is a major wrench in the works. The sound-track. To describe them as 'ear-splittingly awful' just doesn't do them justice; they're just simply unbelievable dirges. I cannot believe these auricle-twitching 'tracks' were allowed near this release. Seriously, I cannot enthuse less about the low quality of the







music. My

Commodore 64 cranks out better tunes (hell, I'd

rather be driving to Kenny G in my left ear and Michael Bolton in the other). I'll give you an example of this 'amazing' two-channel sound. Take an "oh yeah!" sample. Add a 'dance' beat. Repeat at different pitches until brain meltdown. Oh, and make sure your sample rate is set to "way, way low". Adding insult to injury, Midway has had the audacity to add a 'CD player' so you can choose which track to listen to! Pardon me if I fall over in a fit of hysterics... Midway, you've heard Goldeneye. The Nintendo 64 can do music. Time to either quickly call up Mister Tallarico, or remove the music altogether and add another 2D tree with the free memory!

Other than the musical threnody, this is set for instant GameFan approval. Check back with us next issue when we discover if Midway manages to hire a musician in time for this game's release... **CH**







Vame

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JOE KIDD

PIGSKIN MADNESS

ou gotta admit, there aren't many times in the year that are much better for sports fans! The Pennant Race is heating up, hoops is right around the corner, and football... yes FOOTBALL is here with its magical clash of helmets! You can't buy a better

value meal; the 2-for-2 can't hang... One question is on everybody's mind, and that is "Can Green Bay repeat?" To most this is already a foregone conclusion. All of the pre-season experts think "without a doubt," there's Green Bay and then there's the rest of the pack. Joe Kidd say it's the Year of the Cowboys. Yes, as much as I hate to admit it, with a healthy Emmit, a very due Aikman, the best secondary in the NFL and the Chip of Vengeance riding shotgun on Irvin's shoulder, they gotta be there. Take care of that linebacker situation, and ride 'em all the way baby... Who will challenge them in the AFC? That would have to be Bledsoe and his mighty Pats. It's nice to see the Pac-10 get represented in the NFL. But they'll have to wait 'til next year to take it. Here's JK's take on the 1997-98 season: NFL team on the way up? Raiders. On the way down? 'Niners. Most Canadian-Leaguelike? Bears. Coach who shouldn't be this year? Tie to Ditka and Mariucci. Most ridiculous contract? Steve Young. QB to watch? Slash. Most likely to get broken? Elway. Don't know a good thing when you got it? Bam Morris... Comeback year? Michael Irvin and Warren Sapp... All convict team? OK, I won't go there. Many a defense are going to finally see Pace in their face, the big guy finally signing on with the Rams. Is he really worth \$3.6 million a year? Ask Kerry Collins, Mark Brunell, and all of the other early IR entrants... You need a man to protect The Man. Heck, you know you'd spend the greenbacks to see Bledsoe play, but who's gonna shell out the caish when Zolak steps in? That's right... I gotta give props to my beloved Cal Bears, who looked like the Hurricanes in blue and gold, so much speed, too much athletecism, way too many weapons. I just hope we don't finish last in the Pac... All of the football titles are finally here! Go out and get yourself a couple and let me know which are your faves. Will you go the way of Total Control Passing, will you flock to the godly graphics on N64, or will you stand pat with the tried and true? To each his own, but you know what I think, what do YOU think? Thanks for all of your emails—you guys know your stuff, and your feedback and questions only help me better inform you. Help me, help you.... help me, help you! (...yes, I am hanging on by a very thin thread...) Don't forget to check out GSN, the new quarterly sports mag that's on the shelves, with the Fall issue to hit soon! Keep 'em coming. Peace to Lady Di.

> JOE KIDD CAN BE REACHED AT: RLEE@METROPOLISMEDIA.COM

"J0E"

VIEWPOINTS "THE ROOKIE"

There's a new kid on the block, although he's not really new, just much. much more improved. We've been waiting for the day when the players would look this real, and it look the developers at Iguana to give it to us. Gameplay doesn't match the look entirely, which is its only downfall, but N64 owners should be rejoicing anyway.

G C P M O 85 10 7 7 6 9



QUARTERBACK CLUB '98 ACCLAIM



GCPMO 9 7 7 6

Every once in awhile you get a game that is "all that." This year Sony got their boys together and played out one incredible season in which they can comfortably say they've walked home with the trophy. The game is a perfect balance of fun yet challenge. The sound quality and animations prove to be a lethal combination, as GameDay rolls on to take the #1 spot at the box office. What Sony has been able to do on the PS is incredible. This is the real deal

9 9 9 9



SONY

Without a doubt, the best football sim ever. The best graphics, the best sound and the best control; best sound and the best control; every facet of this game astounds. I dare use the term "revolutionary." One can only wonder how the hell the developers are going to top this one next year. You can bet there will be hordes of sallvating fans waiting.

GCPM095

While they stood in the clear for so many years, EA has actually got some competition on their hands. I love the fact that rivalries are building up in the sports video game industry! Now that's sim stuff! Madden for the N54 is a solld game, and no one would expect any less. But you get the sense they could have delivered a lot more, and that maybe they were rushed? They may not have won this year, but you can be sure they'll be back in '99.

GCPMO 9 8 7 8 7



MADDEN 98 EΑ

What disappoints me about Madden 98 is not how good the game is, but how good it could have been. The desire to maintain great playability did not justify the decision to remain sprite-based. GameDay proved that a polygonal game could control just as well as a sprite-based game. The end result is a football sim that latis short of the greatness that it was expected to achieve. Madden being the best is no longer a foregone conclusion. Saying that hurt....

GCPM086 8 9 8 7 7

I feel bad that I just don't like VR Football or Baseball, when so many other people love them both. I don't know what's wrong with me, there's no doubt they know everything there is to know about sports, as their reputable Al will attest. I don't have anything against betaplary but lust early against Interplay, but I just can't take this title seriously being in the latter part of the '90s.

GCPM063



VR'S JIMMY JOHNSON FOOTBALL INTERPLAY

Two years too late. What would have been a solid football sim a couple of years back, is now only a marginal title. Plenty of stats, the ability to create your own plays, and team management make this a curiosity for hard-core sim fans, but the rest of you will cringe at its 16-bit graphics. This game engine needs a lot of WD-40.

GCPM067 5 7 6 6 8

A year ago, the plans were grand, the blueprints clear. I would have bet the ranch that this game would be the #1 hockey title, but a lot of things happen throughout a year's time and Acclaim knows all about that. Breakaway doesn't live up to the lofty aspirations they shared with us, but still remains above average in stature.



NHL BREAKAWAY '98 **ACCLAIM**

Acclaim has thrown its hal into the hockey realm, and managed to produce a respectable first opus. Average graphics and poor sound are off-set by good control and some great options, but the final product will annoy puck-heads for its questionable offensive Al. Rent this one, and then try back, next year.

GCPMO 7 7 4 8

It's nice to see Sega come out with such a solid line of sports. Last month World Series, this month All Star Hockey and there are more on the horizon! Gives a little hope to Saturn owners across the world. May be a bit arcade bitten, but that's what makes the world go 'round. Solid for Saturn.

GCPM081



It's Powerplay, tolks. Team radical built this puppy, and Sega slapped another name on It. That's neither here nor there, though, because Al Star Hockey is, still, a great game. The graphics aren'l as prelty as PS Powerplay, but the control is sturdier. Better than last year's version, Radical's second install-ment dense." I have the same element of ment doesn't have the same element o surprise that last year's title did, but stil delivers. It is a bit easy to score, top shell, but what can you do?

G C P M O 83

Round and round it goes, where it stops... who knows? I was kind of wondering this as I proceeded to turn into my 139th lap on an oval course. This game is all about the 2 man race, head to head competition baby, bobbing and weaving, juking and jiving... it's not boxing, but you get a major sparring feel. Fun game but not a lot new from last year.

GCPM084



FΑ

It's Daytona USA with the NASCAR license. NASCAR 98 has all of the official tracks and teams, as well as some nifty options. You can be Dale Jarret, Ernie Irvan or Kyle Petty, If you'd like. Unfortunately, the control isn't as realistic as it could be, and the graphics aren't up to par with the likes of Rage Racer or Sega Rally. Nonetheless an enjoyable racing game.

G C P M O 80

Well it looks as if EA has addressed all of the gameplay problems people had with last year's FIFA. Look for faster gameplay and more responsive controls this time around. The Al has been enhanced on both sides of the ball, and strategy is at an all time high. Select from 16 outdoor stadiums from the qualifying divisions and one indoor, exhibition facility. 3 custom cup modes which includes the World Cup qualifying mode. Look for a really "live" crowd with new crowd sounds and authentic team chants too!

FIFA 98 EA

It's time to dust off the sticks for EA PGA Tour 98. You'll wish real life was this good as you traverse between 5 championship courses: Pebble Beach Golf Links, The Bay Hill Club, TPC at Sawgrass, the Colonial Country Club and TPC at Scottsdale, Arizona. There are 8 modes of play to choose from and the engine has been upgraded with all new ball physics and graphics that are better than ever. You'll be able to tee-off against 58 PGA Tour golfers in playoff mode, so you better work on that grip!

PGA TOUR 98 EA

Get ready for sports by Atlus! Wait a minute, isn't that the same Atlus that brought out Ogre Battle, Tactics Ogre, Persona and all those other RPGs? As a matter of fact it is, but now they're gearing up for the Winter Olympics with their own rendition of the games. Snow Break is a ways off, but it looks like it'll catch you with its break-neck speed and nasty falls. If Atlus can develop a comparable reputation in sports, as it does in RPG genre, we'll be in luck. Stay tuned.

SNOW BREAK ATLAS

Powerboat Racing by Interplay may end up being one of the most surprising, high-speed action games to come. Even in its early stages, the graphics and sense of speed and power is impressive. This polygonal, racing experience will take you through 8 tracks and a dozen or so boats. You'll love the real water physics, as you maneuver through the wakes and splashes.

VR POWERBOAT RACING INTERPLAY

With powerhouses like In The Zone, Live and ShootOut, NBA Fastbreak could be the sleeper we never expected. Already solid are the graphics, Al, strategy, and features. But these guys won't be satisfied with being second best, and don't care if they've never done a hoops sim before. They already have things like Practice Mode, player injury animations, several dunk looks and more. You'll be pleasantly surprised with this title when it debuts, just a jumpshot away.

NBA FASTBREAK MIDWAY

In The Zone is coming to the N64! How sweet is this going to be? It's already a beautiful looking and playing game, and should only be enhanced by the capabilities of the N64. We'll see if they address any of the Al issues, and the major defensive cloning action. But no one ever disliked the game, how could you? It will be interesting to see how they integrate the N64 controller into the game and whether or not it enhances or obstructs.

IN THE ZONE '98 FOR N64 KONAMI













Last year's best basketball title will look to return the favor in '98. ShootOut's balance of looks and gameplay tied in so well, and although some may argue, nothing was lost in the way of it being a true sim. You cannot ever completely abandon all arcade qualities in any video game, but some games go overboard in their pursuit of realism, and in the process... take all the fun out of the game. Get a load of what's in store in '98! All new motion capture, 4 times the animations, 30 signature dunks, Total Control dunking, shooting and passing, new NBA Playbook, new 2-on-2 mode and NBA All Star Game, real NBA awards (MVP, Scoring, Rebounding, Defense, Rookie and Sixth Man), new player and crowd sound effects recorded in Surround Sound, realistic player performance and sizes and much, much more. Watch out, because even the

Reignman can't stop that!







SHOOTOUT '98 SONY

NBA LIVE 98 EA

I wasn't the biggest fan of NBA Live 97 last year, I enjoyed it, but when the others came along, it became an ornament for the bookshelf. This year we've got a totally different story. I've had an opportunity to play the alpha versions, and boy has it grabbed my attention. Fade-aways, leaners, put backs, signature moves and a very Live crowd. EA has taken their sports games one step further, and have actually started to implement actual sponsors into the game, like the Sprite Halftime Report. To my relief, the speed of the overall game is much quicker and not sluggish like last year's. Player movement is fluid, and players really look like they're jumping according to real time and physics, which is rarely seen in sports games. One feature I am really looking forward to, is the 3-Point shooting contest. What a neat idea, huh? It's a lot of fun, but you gotta make sure you hit the money balls!















GAMEDAY

Il hail the king! GameDay '98 has entered the building, and has assumed the throne. A season of intrigue came to a conclusion this month as GD '98 climbed to the inevitable top. This

early entry candidate for Game of the Year has taken football fans by storm, with the most complete demonstration of gridiron dominance in

history. Similar in reaction to the impact that *Madden* had on the Sega Genesis, *GD '98* is looking as smooth as the Brett Favre-led Green Bay Packers themselves (although the Cowboys will win this year).

What was it about *GameDay* that brought the house down? Well, I gotta say... those hits send a chill up my spine! You just have to look once at the Safety coming up and laying the back... on his back, see Emmit straight arm 5 guys and drag a sixth into the end zone, or lay out Young for concussion #5 and you need look no further. The timing and responsiveness of this game, coupled with marrow-curdling sound effects, and Theismanesque animations make this game a literal explosion on your big screen.

Fans of the running game behold, as *GD '98* has revived the lost art. I could never see the holes before, but lo and behold, I see them now! The way the line shifts, stunts and advances gives you the sensation of a rolling wave, and just as the boogie-boarder looks for that hole to shoot

through, so are the eyes of Curtis Martin, Jerome Bettis, even Kordell. Speaking of Bettis, he is this year's poster boy for Sony. QBC has Favre, EA has Madden, but Sony has recruited a man known solely for his reputation of defense brutality. The man pummels the

opponent into an unwilling, crumpled mass of body, that is fearful to make contact again. A man who simply lowers his shoulder into you, and you are sent into uncontrollable trembling and remorse. This is the man Sony chose for *GameDay '98* because he reflects everything that is the game, a physical, unrelenting bearer of wounds. That's what Sony's mission was toward the rest of the competition, and that is what they have so successfully done with this year's entry.

Passing is where it all comes together though. There is no other aspect of the game that better translates your ability to have complete control over all things at all times, than there is in Total Control Passing. I've never seen a feature immerse itself so influentially upon the game, that it actually has your opponent vowing never to learn how to use it. At the same time, he's constantly wondering why he cannot complete passes that you can. I mean, have you ever heard of such an oxymoron in the fields of football? Such resentment towards its effectiveness, that

they actually refuse to learn it... like that's their way of getting back at you! Believe me, I've seen it happen a few times and I couldn't believe it myself when I first experienced it. "Let me show you," I begged them. "Screw you and your TCP! ... Dang it! Why can't I complete that?" Ahhh... it sure is difficult to share the pain of the stubborn.

Sony has done everything right with this year's GameDay. Joe Kidd says hats off, job well done... I can hardly wait to see the rivalry heat up next year. It's not often a game like this comes along, so don't miss out on this future Hall of Famer. **JK**

GAMEDAY.

















PUBLISHER - SONY

FORMAT - CD



DIFFICULTY - ADJUSTABLE

AVAILABLE - NOW



JOE KIDD
The Quest is over.









80

s I've stated before, this has got to be the year's Most Improved game. NFL Quarterback Club '98 has elevated itself from after-dinner-mint status to the fine wine list. The reputation that QBC '98 has established this year is one that boasts the most awesome graphics of any sports game ever, polygonal players that are so smooth-skinned you'll want to spank 'em. That's quite a billing for a franchise whose last version was still playing towel boy to the likes of Madden and GameDay. This year, with the highly touted N64 system, Acclaim has put the skeptics to rest.

Once you get over the shock of the look, you dive into some hardcore action. They've taken this contact sport called football and turned it into a 3D hitting extravaganza for the N64. Defenders pop balls loose from receivers' hands, and QB's are sent sprawling being hit from their blindside, giving it the best feeling of contact of either N64 football game. In Madden you'll get pissed by the multitude of ankle tackles and take-downs by incidental contact, in QBC '98 there's no doubt about it when you got hit, you deserved to go down. The look, the sound, the feel, it's all there.

But just as in Madden, the running game is sterile. You would have to personally hire a developer to come and tutor you in the finer art, because without their guidance.

But just as in Madden, the running game is sterile. You would have to personary hire a developer to come and tutor you in the finer art, because without their guidance and wisdom, you can certainly count on negative rushing yards... again and again. I don't know if it's an N64 thing or what, but just as I do with Madden, I defer to D-Pad; there's just more control. The responsiveness and overall speed of the game is slower than I prefer, but it seems to work nicely in conjunction with the animations. There is one area however, that goes against my "defensive Al principles". Aside from the fact that there is just too much cloning going on by defenders, defenders in general are much faster than the offense. I've had linemen catch up to Jerry Rice, and I've got some issues with that. In my estimate, guys shouldn't be breaking out for big plays all the time, but that problem is solved by the Al, not by the speed.

As far as the commentary goods, it is somewhat lacking, but we all

10

know Mary has got a lot of appointments to get to... it's too bad the



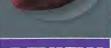




crowd doesn't do anything to help out his hollow insights. But this is more than made up for in options like: Create Player, Create Team, Fantasy Draft, and more. Look for every NFL player, every NFL stadium, every NFL jersey, and yes... every NFL team as well... a *QBC '98* exclusive for the N64. *QBC '98* may be the most statistically intense football game available on any system, as well as player attributes that represent to a T (except for

well as player attributes that represent to a T (except for when Russell Maryland chases down Jerry Rice). You'll be pleased to own this title, and you should see as much if not more play time with it as Madden.





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TERBA



DEVELOPER - IGUANA

PUBLISHER - ACCLAIM

FORMAT - CD

OF PLAYERS - 1-8

DIFFICULTY - ADJUSTABLE

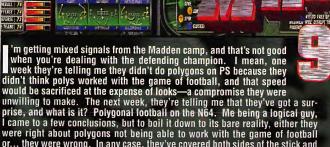
AVAILABLE – NOVEMBER



JOE KIDD Is it live or is it QBC '98?

0





or... they were wrong. In any case, they've covered both sides of the stick and so you can play both and decide for yourself, just as I have.

Let's get one thing straight: there's no one that's played more *Madden* in a lifetime than I, because it's simply been the best. 90% of the games I own are sports titles, and 90% of them are EA's. So it's safe to say, I'm more than a sports titles, and 90% of them are EAS. So it's safe to say, I'm more than a fan of EA sports. I am as sold out on EA products as one can be but I gotta call it like I see it, and I like last year's version better. Why? Well to me, last year's game may not have had the animations and AI improvements of this year, and it didn't have analog control either, but the overall package was more coherent and everything just clicked. If I can't find my rhythm, then we've got problems. Why should I have to compromise my gameplan because of the game? I'm all for making certain adjustments, but if I have to pass all the time because running gets me nowhere, or I have to use the D-pad because the analog is too sensitive, then the game becomes an imposition, and when that happens, that's a serious obstacle to fun and playability. Being such a huge fan of EA games, I expect perfection from them, and any less is a disappointment; it's the standard they've created for themselves and we've responded with high expectations.

CHARLOTTE |

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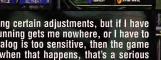
TO THE SAMPPLES | NORMAL

tions.

The game itself, in comparison to nothing, is a very solid football game—better animations then we've ever seen in any previous Maddens. Liquid Al is as wet as ever, and the passing game looks beautiful. You'll love the overthe-shoulder catches and the way the receivers get up for the high passes, and the end-zone celebrations... smokin.' Everyone loves the way this game looks; it does have an impressive appearance. The stadiums really capture the immense depth of NFL stadiums, and although the sound does not equal that of Triple Play 98 or NHL 98, it's still top of the line.

What may be my single, largest frustration (next to no NFL license) with the name is the running name which is more difficult than ever. Lunder-

the game, is the running game, which is more difficult than ever. I under-stand there's a learning curve involved, and that once you learn how to run it's not that difficult. There are certain things sports gamers can bypass, but



CRARLOTTE | TO THE MAPPING | NO.



CHICAR

CHARLOTTE 1

A STATE OF BOXBUT



20





some obstacles will simply deflate a gamer's interest due to sheer annoyance. Some games load too long, some have awful graphics, some are too slow, and awful graphics, some are too slow, and some have everything wrong. For me, the irony of a "more realistic running game," (and I know how to run), is that the more you are hindered, the less of a sim it becomes. What kind of NFL team has to air it out 9 out of 10 plays? What other choice do I have? I'm not going to take a loss, get knocked behind the line 3 times and punt, solely for the purpose of "learn-ing" to run. I even put the game through the "Barry (Sanders) Test"—running Barry, against some of the weaker D's in the league, and although I had a good run here and there, overall? Frustration. Even got stuffed in definite pass situations, like 3rd and longs—no dice. I'm not the PR guy, I'm supposed to be the "expert"—last time I looked, I'm still the same guy beating guys by many neonle really lave the analog good by many

Many people really love the analog control, many credible people. Apparently there are huge advantages to using it too, mainly in the increased number of directions you can pursue with it. For me? I'm a Dpad kind of guy, I need to press hard and press fast, and I can't do that with the analog lest I want to send my guy into the stands. Everyone has their own preference though. Even with the D-Pad though, player responsiveness is a little slow and you

responsiveness is a little slow, and you don't really feel as if you're running and hitting people. I don't sense the contact, the heavy-breathing, the war in the trenches. I'm not sold there.

But the question remains, did I have fun But the question remains did I have fun playing it? I believe that I've never met a Madden game that didn't grow favorably upon me. No, this game doesn't blow me away, and I know I've shared my gripes. But man, I expect a lot from these guys, these are the things people want and EA's got the talent to put out the best product on the market. So maybe I'm like the spoiled Green Bay Packers' fans and expect too much? All I know is EA made an impressive game here, but it isn't enough to win the SuperBowl in my house. JK





DIFFICULTY - ADJUSTABLE

AVAILABLE - FALL



JOE KIDD Foxborough? Charlotte? That hurts.







to victory





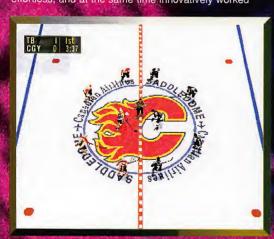


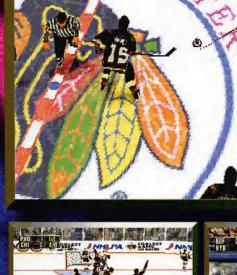




Hockey enthusiasts will appreciate the ultra-advanced Al, as each player not only has their real life, individual attributes, but they also adhere to their team's play style too.

'm truly embarrassed having confused this game with other titles in previous issues, because the simple matter of it is, there is no other game like *NHL FaceOff '98*, from Sony Interactive Studios of America, who will forever be known here at GF as the innovators, creators and masters of the revolutionary lcon Passing System... word. Last year's version of FaceOff was just the tip of the ice skate, as this year's version may make you forget there ever was a last year. The loon Passing has been tweaked in a way where you'll never be able to go back to the standard, directional pass method, because the new style is so effortless, and at the same time innovatively worked









into the overall strategy of the game. We're talking 3D, polygonal players that are so detailed and fluid, you may suffer whiplash from all of the double takes you'll go through. The animations will knock the wind out of you as you hit the quivering boards from 8 difout of you as you nit the quivering boards from 8 dif-ferent pressure points, pass between your stunned opponent's legs, knock the Gatorade bottle off as you shoot for the corner of the net... falling, gasp as you watch your goalie snatch the puck from the air... on his knees! Tito... get me a tissue. Sony spared no detail in this year's FaceOff, as they've even incorporated each team's individual crowd chants, organ music and goal sirens and horse

they've even incorporated each team's individual crowd chants, organ music and goal sirens and horns. As Sony's Kelly Ryan says, "We've little-thinged this game to death." Sure they have all 26 NHL teams and arenas with exact replicas of team logos emblazoned at center rink, sure they have all of the most recent NHL transactions updated onto the rosters, and yes they have real NHL awards, tons of stats and 3 team jerseys. But all of those options come a distant second to the overall gameplay and Al.

The play even in its initial stages is the smoothest I've seen and there are some great hockey games out there right now. The crisp passes are so quick and precise, it's a joy to execute. Everything you ever imagined in a hockey game in terms of Al is in there, and many things you never expected like increasing difficulty of play as playoffs progress. The players have all of their real life attributes, and tons of intangibles built in for the true hockey enthusiast to make note of and appreciate.





Whether you're facing off or squaring off, this '98 version of FaceOff is sure to deliver a knockout blow. The animations we've seen thus far are the most advanced of any sports game ever





DEVELOPER - SONY

IBLISHER - SONY

FORMAT - CD

OF PLAYERS - 1-8

IFFICULTY - ADJUSTABLE

AVAILABLE - OCTOBER



6 JOE KIDD Is this the future of hockey?

6









ver the last couple of years. Acclaim has forged itself a respectable sports division. With *Quarterback Club* and *All-Star Baseball* improving every installment, it was only time until they branched out into hockey. The end result: NHL Breakaway '98.

The graphics of Breakaway are not the best on the market, but they certainly do

the job. Extra notice goes to the ice, however, which looks almost exactly like the real thing. The players look more like the "skinny" guys in that old NES hockey game more than anything else.

The element of role-playing makes an appearance in *Breakaway*. As a user, you will accrue "points" as the season progresses. Use these points to rehabilitate injured players, upgrade player abilities and smarten up your coaching

staff. A great idea in sports gaming that I hope is continued, and borrowed from.

Sound is one area where NHL Breakaway really drops the ball. There is commentary, but the game sounds are so pee-wee. Post clanks are dull, bodychecks are wimpy, and the echo is almost non-existent. The organ could also use a little help.

wimpy, and the echo is almost non-existent. The organ could also use a little help. The importance of stat tracking wasn't lost on the developers, so attention has been paid. All of the stats, season and otherwise, are here. One area of question is the minimal difference between feam ratings. The gap between the best team and the worst is only nine, or so, points.

What you have, up to this point is a solid hockey sim. What hinders Breakaway, and prevents it from rising to the next level is the game Al. It's good, but not good enough. No one will be able to complain about careless mistakes, but the offensive and defensive Al is not at the level where NHL 98, or Powerplay are. In all fairness, though, for a first-year opus, a nod must be made to the developers for what they did accomplish. You need to learn from experience, as well as others' mistakes...

As a side note, a separate engine has been included, for fighting. As in all games, no benefit will be received for winning, so it is best to avoid it altogether.

While not of the caliber of some of its competition, NHL Breakaway '98 manages to appear on the scene, looking sharp, and ready to claim a piece of the pie, for itself.













THE ROOKIE Lookin' sharp, and ready to claim a piece of the pie...





Seeing as how there aren't too many wrestling games out on the N64 (ok, so it's the *only* one—so what...stop looking at me!) makes this all the more of an event. T•HQ's first wrestling game for the N64 (two already exist on the PS) features over forty-five wrestlers in total, each with their winning taunts (like the NWO's hand sign, or Diamond Dallas Page's high five sign) taunts (like the NWU's nand sign, or Diamond Danas Lage's might live sign, and unique, flamboyant wrestling styles (although I could do without the whole tights thing). More than twenty WCW and NWO wrestling superstars, including Hulk Hogan, Sting, Randy Savage, The

Giant (who incidentally is not Andre the Giant's real son), Diamond Dallas, Ric Flair, Lex Luger, The Outsiders, Syxx, Dean Malenko, Eddy Guererro, Chris Benoit, Scott Norton, Buff Bagwell, Eric Bischoff (although he's not even a wrestler), The Steiner Brothers, Steven Regal, Rey Mysterio Jr., Ultimo Dragon, Glacier, Wrath, and NWO Sting. Got all that? 'Cause I sure don't. The other wrestlers are taken from New Japan Pro Wrestling, as well as some WWF wrestlers like Vader, The Road Warriors, and Hakushi. Although cause Acclaim owns the video game rights to the WWF you won't be seeing their actual names in the US version. I would have liked to have been able to play with, err, um, as, some of the wrestlers' lady friends as well. Each wrestler has a unique assortment of

over thirty body-breaking moves, and a four player tag team mode is also featured—so grab some friends and slam 'em into the turnbuckle!

The game includes four different game play modes: WCW vs Tournament, v.s., and Battle Royale, which unfortunately doesn't show all 20 wrestlers in the ring at once, but wouldn't it be nice if it did! The cool thing about Battle Royale, however, is that after you're eliminated, you

can stay outside the ring and interfere with the match. Respect! The best option available allows you to move wrestlers from the WCW to the NWO, and vice versa. It's kinda like trading in a real sports game (ha!). WCW vs. NWO is also compatible with the Rumble Pack, so expect the onscreen mayhem to be accompanied by slick vibes and a jammin' pager buzz. As far as character intro music goes, their wasn't any to be heard in this variety of the state of th in this version and from my understanding there probably won't be any in the final (hmmm, CD would've been a good idea, eh?).

A couple of things I especially missed were FMV intros and the aforementioned entrance theme music, but because of memory limitations it's not gonna happen <cough> cartridges <hack> bad move <ahem>. I would love to see T•HQ add certain popular, yet inexplicably absent wrestlers such as "Rowdy" Roddy Piper, Harlem Heat, Larry Zabisko, Steve Mongo McMichaels, Konan, and Sid Vicious (who at press time is rumored to be coming back to

WCW as Jeff Jarret's Body Guard—thanks to Scoops for that info).

T•HQ has a real winner in their roster with WCW vs. NWO. It's about time wrasslin' maniacs got a kickin' game. Respect, and remember, when you're NWO, you're NWO for LIFE!!!



DEVELOPER - ASMIK

PUBLISHER - T.HO

FORMAT - CART

OF PLAYERS - 1-4

DIFFICULTY - ADJUSTABLE

AVAILABLE - NOVEMBER



ENQUIRER Those aren't pillows!





AMEGAISPORTS NETWORK



M2 Cancelled—D2's Fate Unknown

Conceding that they're not up to the task of breaking into the already over-saturated video game market, Panasonic has officially cancelled the M2 game system. This move, rumored for years, pretty much closes the book on the CD-based 64-bit successor to the 3DO that was once the talk of the industry. We may still see M2-based arcade games, and Panasonic released some vague statement about using the M2 technology (for which they paid \$100 million) in various other products, but really, who cares?

The only real loose end is the amazing Warp game that was the only officially announced M2 product. The game was said to be nearly complete, and was hotly anticipated by fans of the original *D*. Warp president Kenji Ino, who had been hinting for months about the M2's demise, said that Warp will release the game on another platform, but the decision as to which platform had not yet been made. He acknowledged that no system currently available is capable of an accurate translation. We'll simply have to wait and see.

Square Announces Two New Games:

ChunSoft's Mysterious Dungeon series, which began with Dragon Quest spin-off Torneco's Great Adventure and continued with Shiren the Vagabond, has a new title coming:

The game will produced by the Mysterious Dungeon séries' key staff, but will be released by Square. The move is similar to when Square bought out the key members of Tactics Ogredeveloper Quest, and had them make Final Fantasy Tactics, proving once again that no small, well-regarded game developers are safe from Square and their large bags of money.

Like all of the *Mysterious* Dungeon games, CMD is just a long series of dungeons that change every time you start the game up, and is kind of a cross between an action-RPG and a board game. This time around. the main character is а Chocobo, and many of the enemies and supporting characters straight from the FF series as well. Look





Chocobo's Mysterious Dungeon





Xenogears

Nintendo 64 First-Party Game Release Updates

It's been a slow year for Nintendo, with only three first-party game releases in Japan so far this year. Luckily, things look like they're finally ready to pick up, as the producers of both the stand of and Lagend of Zeida of have revealed in interviews that they plan to release their games at around the time of this year's Show-Formerly-Known-As-Shoshinkai (beginning on November 20th). Nintendo hopes to have a playable Film 64 to show there, but it looks very unlikely that it will make its late '97 release date... Look for it to anchor Nintendo's 1st quarter '98 line up instead. Know island is also said to be straddling that fine line between a December and January release.

In the long range report, Super Maria FPG 2 has finally started development and should be out by the end of 1998. Jungle Emperor Lea, which is slated for a spring 1998 release, is still shroud in secrecy. No screen shots have been shown, and no interviews have been allowed.

The 64DD looks to be coming around March, with three to five launch titles. Mother 3 (which has officially been titled **Earthbound 64** in the US) will definitely be among them. Other hopeful launch titles include **Mario Paint 64**,

Sim City 😽 (in which you can also play a Pilotwingsesque flight sim that lets you fly around the towns you construct), and One other new title that is now being talked about as a launch title is a Tamagotchi-style game that is currently going by the age." Apparently this game has been in the planning stages for something like five years, and is just now being finally produced. Ida 64 DD definitely will not be a launch title, and is looking more like Fall '98 now. A Pocket Monster FPG for the 64 DD is also in the works, but Fire Emblem 64, which was announced many months ago, has yet to even begin development. And that's all the 64DD titles that Nintendo of Japan has officially announced. There is one other title, that might even be a launch title, that Nintendo has yet to announce.

Shigeru Miyamoto has revealed that he and a few other programmers are messing around with new ideas for Mario

64-2 (let's hope they think of a catchier title), and may even be able to release it next year! He wouldn't comment on whether it will be cartridge of 64DD, but he did promise that you'd be able to play as Luigi this time.

for Mogs, Bombs, and familiar call spells to round out the cast. While none of the Mysterious Dungeon games have been released here, they're incredibly popular in Japan,

and are very critically acclaimed.

The second title is **Xenogears**, a sci-fi action RPG that seems most similar to *Chrono Trigger*. The game features 3D polygon-rendered overhead maps, and real-time polygon dungeons on which up to three hand-drawn characters fight hand-drawn and pre-rendered enemies in Chrono Triggeresque battles. There also appears to be 3D real-time fighting elements (!?) in which your characters ride in "Gears" (robots) and fight monsters and other Gears. No one's sure exactly how these will be integrated.

The name may sound familiar to FFVII fans. If you talk to Cloud when he's in the wheelchair in Mideel four or five times, he'll start babbling about "Xenogears" (unfortunately mis-translated as "Zenogias" in the American version), evidently a little in-joke for the Square staff. In previous issues I may have mentioned that over a year ago Square ran staff-wanted ads, which featured character, enemy, and location designs from an as-of-yet unannounced game. This would appear to be that game. A second version of the ad featured design documents from what was apparently a new Seiken Densetsu (Secret of Mana) game, which leads me to believe will be Square's next game announcement... Xenogears is due for release in Japan this winter, and will be two CDs.

Also announced is coming to Japan in convenience stores only. It's basically the English version of the game (in Japanese), so now the Japanese can play a version with the new Weapons and cinemas of the English version. It will come with a special containing walkthroughs, design documents, sketches and the like, as well as a special mode for viewing the 3-D objects in the game such as characters and weapons.

Konami's Castlevania, VandalHearts Coming To Saturn

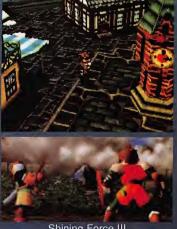
Konami has announced that are being translated to the Saturn. Release dates on both games are unknown, but both development teams plan to add new elements in the Saturn versions of each game. The VandalHearts team, for example, plans to add more hidden maps, and a new FMV intro and end-The Castlevania team has not announced what they will add (they'll see how much time they have left over once the game is translated, they say), but gave Castlevania fans a hint when they acknowledged that a lot of people were disappointed that they couldn't play as Maria in the PlayStation version. Maria: Playable in the Saturn Version? Konami's other major RPG, , is also in the process of being translated for the Saturn. No American release is planned.

Three Part Shining Force III Project Announced

Sega has reunited most of the original team (whose members have split into the companies Climax, Max, Matrix, Sonic Software Planning, and Camelot) to revive their popular MegaDrive Shining

Force series, which has not had a new release in over four years.

Now it's about to get not one, but three. Sega's ambitious plans call for releasing the first Shining Force III "Scenario" December, and the 2nd and 3rd scenarios coming three and six months later, respectively. Each scenario will be a complete game and retail for only 4800 yen (a little over \$40). Each scenario will have different characters but take place in the same world at the same time.



Shining Force III

Information about each scenario will be saved to your Saturn's internal memory, and your actions in each scenario will have various effects on the later scenarios.

As you can see, the game features a *Grandia*-like world, with many towns. No shots of the actual battle scenes have been shown yet, but the battle animation scenes clearly feature polygon characters. We hope to have more details next issue.

Other New Game Announcements

s, those love- 14253 able digital pets that are all the rage these days, are branching out. A GameBoy version of Tamagotchi is already available, a version for the Nintendo 64 comes out in December, and Saturn and PlayStation versions have also iust been 💯 announced. Exciting.



Granstream Saga

Among the new PlayStation games that Enix will be showing at the Tokyo Game Show (full report next issue) are the sequel to the beautiful title that was the Super Famicom's last major RPG epic, (no relation to the puzzle game that has that name in the ÙS), a "Dance Battle Game" (seriously), post-apocalyptic terraforming Simulation (or something , an "Egg Action Game" being like that), and co-developed by the famous CG house Rhythm & Hues (I'm still being serious). If you think their PlayStation lineup is heavy on the fruit, check out newest Saturn "Penguin Ninja Action" game.

has been announced for Saturn, a nobrainer considering how well the first one did. Sega's aiming to make this their first million-selling original game on the Saturn. It comes out early next year and features two new characters and twelve all new episodes of opera

singing and military strategy set in the mid-1920s. Sony Computer entertainment has a new 3D action RPG coming out by the name of *The Granstream Saga*. The big excitement here is that the game is being made by former members of Falcom's Y team. The game is due in November and features animation by the same studio that did Ghost in the Shell.

Capcom has announced for the Saturn. Both will use Capcom's upcoming 4-meg RAM cartridge (a significant improvement over the 1-meg RAM cartridge that is currently available). In the same announcement, Capcom's development chief hinted that Street Fighter III would be soon to follow.

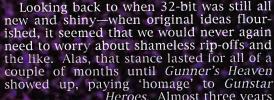
E STORMS (MPORT REVIEW



Developer: Fill in Cafe • Publisher: Banpresto • Format: CD • # of Players: 1-4 • Difficulty: Easy • Available: Now (Japan)









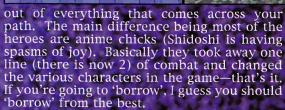


Heroes. Almost three years later we're still looking at 'tributes' to various games— we've already featured Gamera, a nod to all that is Panzer (again, can't touch it's 'source' material), and here's the most shameless and blatant 'tribute' yet: Panzer Bandit.





Banpresto's latest is an almost exact copy of Treasure's *Guardian Heroes* (*GH*). From the multi-line combat system, to the insane juggle-crazy combat, this is the PS version of *GH*. You pick one of four characters and go on various romps through a half medieval, half-futuristic setting, beating the snot



The question now: Is it any good? Well,







ヴューポイント (YYUPOINTO)

GRAPHICS • CONTROL • PLAY MECHANICS • MUSIC ORIGINALITY • TOTAL SCORE (BEST BEING 50)

Metal Slug • SNK/SNK • PG G-9 C-9 P-7 M-8 0-7 40/50

TITLE DEVELOPER DIST. RATING

Terra Cresta 3D • Nichibutsu • G G-7 C-8 P-5 M-6 0-6 32/50

TITLE DEVELOPER DIST. RATING

X2 • Team 17 • Ocean/Capcom • G G-9 C-8 P-7 M-9 0-7 40/50

TITLE DEVELOPER DIST. RATING

Panzer Bandit • Banpresto • G G-9 C-9 P-7 M-9 0-7 41/50

THE RATINGS: G- SAFE FOR ALL AGES AND SPECIES. PG- SUGGESTIVE AND PERHAPS JIGGLY, BUT NO NUDITY. R-NUDES, FREAKY AND/OR GENERALLY NIGHTMARE-INDUCING SITUATIONS.

I don't like shameless rip-offs, but in this case at least they did a good job. This game is pure, unadulterated madness! It's addicting and it's a great multi-player game—exactly like *Guardian Heroes*. While it never reaches the levels of insanity that *GH* does (not much ever will), it still manages to hold its own in every area. Nice anime-style characters and some decent lighting effects, along with massive (we're talkin' nuclear-style) explosions make this game a joy to play. Heck, even racin' man Reubus couldn't put the pad down! If you want to play a really hot sidescrolling actioner (& only own a PS) this is the

If you want to play a really hot sidescrolling actioner (& only own a PS) this is the game for you. While the music does need a little work, the Treasure-'inspired' gameplay will have you playin' 'til the sun comes up, or until your hands are so blistered medical attention must be sought.











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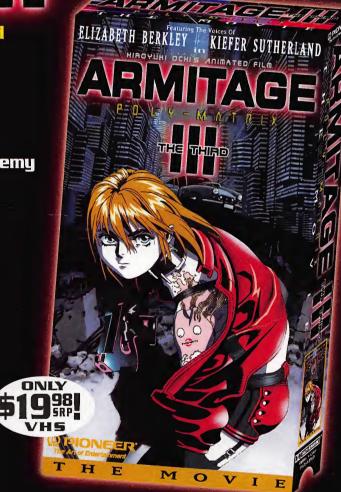
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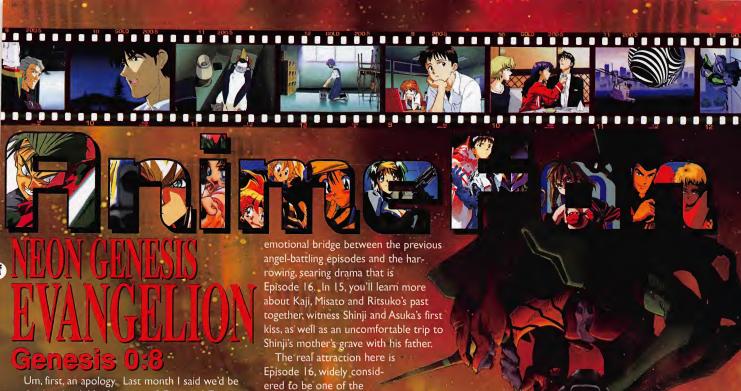
Production Supervisor & ADR Director KEVIN SEYMOUR US Video Producer YUJI MORIYA

Executive Producers TARO MAKI • TORU MIURA • NAOJU NAKAMURA Written By CHIAKI KONAKA

Directed & Created by HIROYUKI OCHI

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Soundtrack Available from (PIONEER



Um, first, an apology. Last month I said we'd be reviewing the dubbed version of Genesis 0:7, as well as the dubbed and subbed versions of Genesis 0:8. I lied. But I didn't mean to, I swear! We thought that A.D. Vision would have had preview tapes ready, but they weren't. In any case, look for a review of the dubbed version of both next month... we promise, with Yebichu Beer and UCC Coffee on top! And now, the review of the subbed Genesis 0:8.

Genesis 0:8 contains the episodes "Lies and Silence/Those Women Longed For the Touch of Others' Lips, and Thus Invited Their Kisses" and "A Mortal Disease/Splitting of the Breast." Episode 15 is strictly character interaction, no fighting, and serves as an



best, if not the best episode in the series. A mysterious new Angel appears, emitting an orange pattern rather than a blue one. An overconfident Shinji is sucked into a "Dirac's Sea," a type of negative space generated by the Angel. He has only sixteen hours of life support. While inside this negative space, Shinji takes an introspective journey inside himself and we get to see just how messed up he really is. This episode also raises a number of disturbing questions (many of which simply never get answered during the course of the series, unfortunately). Saying any more would ruin the episode for you, but please, do NOT miss this episode.









































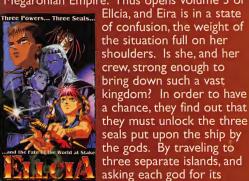








Ellcia, the ship of God, has now been revealed. In a fierce battle for its control, the female pirate Eira takes claim of it, and comes to find out that she is the one chosen by the gods to rid the world of the evil Megaronian Empire. Thus opens volume 3 of



blessing, they can give the ship Ellcia the power of underwater travel, flight, and intense firepower. But the king of Megaronia won't stand for this, and sends everything that he has to stop Eira and her crew.

I was surprised after watching the first two volumes, and now I am even more impressed. The storyline is really getting deep, and some of the comic aspects seem to be slowly burning off to make way for the growing seriousness. Ellcia really is a quality title... what may seem like a bit of fantasy fluff on the outside has a plot and characters better than most other series I've watched lately. Combine that with gorgeous animation and high-quality music, and you've got one of the most worthwhile, over-looked, under-rated titles to come along in quite some time.













The antics of Tenchi Universe, the first TV series based on the story of Tenchi and his companions, continue in Space Collection II. Still roaming deep space in Yagami (Mihoshi and Kiyone's spaceship), the crew are still on the run from the Galaxy Police, labeled the "most wanted criminals in the This time around, they have to deal with galaxy." their hunger as Ryoko takes forever to bring

them back food, Sasami disappearing when she meets a young ghost named Mirei, and Yagami being stolen by two teenage punks! What can I say... I love Tenchi Muyo. There's just something about everything here, the characters, the story, the humor, the music-all of it comes together to form a fabulous series that is one of the best there is. Tenchi Universe has more of a lighthearted feel when compared to the original OAV series, but I think it's just as good. Its animation quality is extremely high, and the characters seem a little more developed, more personable, more three-dimensional than they were in the OAV. And, of course, the English voices. Tenchi's voice actors, in my opinion, are so good that I will ONLY watch the dub version (that, for me, is quite a statement). Sure, they're a bit rough sometimes, but they care about the char-





Hot from TV Tokyo here comes El Hazard in its 3rd incarnation. This all new made-for-TV version is just getting underway, so those with a thirst for the wacky lighthearted antics only anime can provide, apply within. El Hazard is drawn and colored splendidly and the animation, for TV, is way above average. Episode one finds our initial cast of 4 being sucked into a parallel world where humans and insectoids live in contrast, this after Jinnai (class prez, total freakazoid) freaks out and sends Makoto's latest invention into some sort of electrical meltdown. Makoto's always seemed to outshine Jinnai ever since they were little kids and now Jinnai has begun to totally snap! The Shinonome high school is the launching point but now how do they get home? Find out when Anime Fan reviews quest 2 in the coming months!



acters, the part that they are playing, and it comes through in their voices. If you're a Tenchi fan, you already plan to pick this up. If not, you owe it to yourself to see this series.

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animation dubbing story	F D C B A	R
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English





DHY 2&3



DHY 4-EVER Subtitled



Subtitled Approx. 45 min

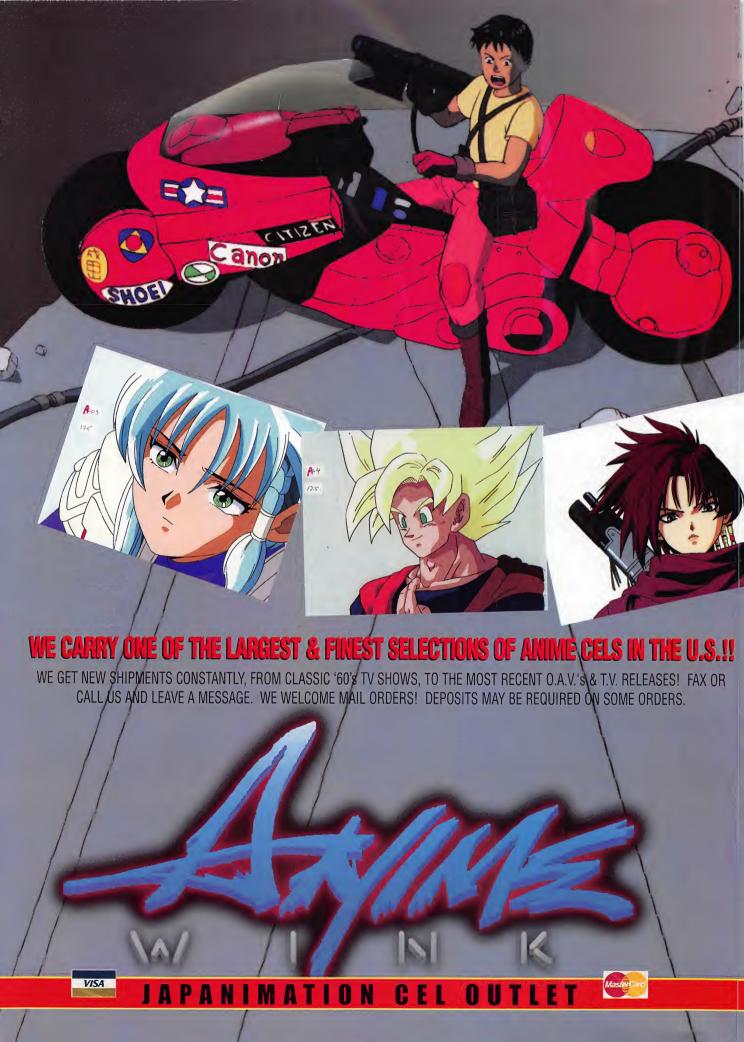


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and Many **More Titles!**



CAPCOM UNOFFICIALLY ADMITS
N64 DEVELOPMENT...
The PR director of Capcom Japan, Junichi Nagai, finally confirmed that several teams are working on games for the N64. Included in this new batch of softs is a hot puzzler that was being talked up at E3 by Mr. Okamoto (ex-Capcom Head of Develoment Manager). It's currently in development over at Blue Sky Software (creators of the original *WSB* and *Vectorman* on Genesis). The big news from Capcom, however, is the likelihood that the N64 will get its own version of Street Fighter. It's likely, though, that it will make an appearance on the 64DD due to Capcom's balking at the high price of carts—seems they remember the Super SF2 debacle all too well. While it isn't confirmed which SF will make an appearance, it's more than likely SF3 or the update: SF3 2nd Impact. Perhaps more importantly is the word that Capcom is also working on at least one N64exclusive title. The rumor mill is churning with word on what it could be, but *Bionic Commando* or *Strider* are the likely candidate (I don't care which, but let it be one of them!). Other games in development are the oft-rumored Ghouls 'n Ghosts 64 and MegaMan 64 which is said to bring Mario to it's knees ...we'll see. In other Capcom news, look for a Capcom Collector's Edition featuring Ghouls 'n Ghosts as the first to go.

MEANWHILE, UP IN THE NINTENDO 'TREEHOUSE'

I recently had a chance to talk to a friend of mine at Silicon Graphics about what Nintendo has coming down the line in new hardware, and he mentioned that SGI's been working on an upgrade chip, similar to the FX chip, for use in the Big N's 64-bit beast. The new accelerator, code named: FX64, should be able to push 600,000 polygons and is rumored to make an appearance right around when Sega sets the specs for its new 64bit mega machine in stone. In other news, Zelda 64 is now up to 256 megs (that's 32 megabytes for the computer literate), which makes it far and away the biggest N64 game ever! Zelda will still make a Christmas release this December in the land of the rising sun, but won't see the light of day stateside until late spring, early summer. The main reason for the delay is that the text translation is taking much longer than planned. and hence, a big delay. Some more interesting tidbits include the fact that Yoshi's Story (so long Yoshi's Island) and F-Zero 64 will clock in at 128 megs each. Metroid 64 will make its debut at the Shoshinkai for the 64DD. No word on how far along development is, but we do know that the game is scheduled for a Christmas '98 release (c'mon Nintendo, you can do better than that). Of special interest is the possibility of Metroid 64 being the first cart/disc combo on the N64. Rare is also keeping busy with work, having just begun on a new 3D corridor game utilizing the Goldeneye engine (more deathmatch-bring it on!). There is also this persistent bit of info regarding a possible CG Donkey Kong Country movie, produced by Disney and the Big N-much like Toy Story, but much better. Tetrisphere will not be released in Japan as a cart, rather it will be held back for the March launch date of the 64DD. Also, I recently received word that Killer Instinct 3 is on its way to the 64DD and the team responsible for Conker's Quest will start on the project sometime next summer. The 64DD is still

scheduled for a Sept. '98 release in the US, and will include a pack-in game. Apparently, *Donkey Kong 64DD* has gotten the nod as the launch title for the US debut. In some disappointing news, the N64 version of Tomb Raider in development has been canceled due to the limitations of the cartridge format.

SEGA SAYS ADIOS 3DFX—HELLO NEC!
In Dural news, Sega recently confirmed that their agreement with 3Dfx has been axed in favor of NEC's Power VR2 board. This 3D architecture is said to push 2-4 million polygons per second at 60 frames per second, not 6 million as has been reported elsewhere. Some of the unique effects capable on Dural include bump mapping, load management (I hope this doesn't mean more fog), phong shading, anisotropic filtering, and nurbs-based rendering. There is also anti-aliasing of textures and edges for every pixel on the The texture size is rumored to be 512x512 (for comparison the PS is 32x32, and the N64 maxes out at 64x64) which not only smashes all other consoles but even Sega's own Model 3 board (128x128). Dural will feature four different resolution modes: 320x224, 512x440, 640x480 (default) and 1024x768, as well as a modem. The CPU will be a Hitachi SH series 128bit at 250 mhz, and will be equipped with a 16x CD drive, 6 megabytes of RAM (minimum), and 4 control ports all for under 30,000 yen (\$300). Also, it seems that Windows CE is set as the OS (here come the PC ports). Dural is set for a 4th quarter '98 release in Japan, and there's word going around that we may get it soon after. Current 3rd parties thought to be developing are Core, Shiny, Warp, Konami and Capcom. On another note, Sega will have released 20 first party and 80 third party SS games by the years end in Japan. Sega is also shipping five NetLink games plus an upgraded browser in Japan.

PLAYSTATION QUAKE ALMOST A REALITY!

Get this: GT Interactive is currently in negotiations with none other than programming gurus Lobotomy Software for a PS version of Quake. Lobotomy has an engine up and running FASTER than the Saturn version, with even cleaner textures. If the PS version goes ahead it will also feature a split screen two-player mode! Wow! We'll have more details next month. Lobotomy's also knee-deep in development of a top secret N64 title, though not much is known at this time. But if they can do Quake on Saturn, just think what they can do with an N64...



These shots of Burning Rangers arrived only moments before the issue shipped to the printer, but we just had to share them with you!!!

HERE'S A QUICK LIST OF SOME OF THE NEW GAMES THAT WILL DEBUT AT THE SEPTEMBER AM ARCADE SHOW IN JAPAN:

CAPCOM

Street Fighter III: 2nd Impact Pocket Fighter: SD Capcom characters fight it out. Private Justice School (see above text)

Racing Jam SDX: new racer Tokimeki Memorial: Tell Me Your Heart Seal Version Plus (sticker machine)

Shanghai Astra Superstars: fighter

Over Rev Twin: racer directed by Keiichi Tsuchiya Tetris Plus

Virtua Fighter 3 TB **Get Bass** Scud Race Plus **Lost World Super Version** Winter Heat (Decathlete 2)

G Darius 2 Putchi Carrot Psychic Force 2

TECMO

Gallop Racer 2

NAMCO

Air Gaits Touken Retsuden 3 Super World Stadium Libero Grande

Mysterious Adventure Pharaoh Garden

FINAL ROUND—FIGHT!

- The PS will be \$99 by the end of the year. The day after the Sony drops their price, watch Nintendo follow suit.
- Contra will debut at the Show-Formerly-Known-As-Shoshinkai for the N64.
- Tobal 3 is in development for the PS.
- Sega of Japan is working with Fujitsu to create a new online RPG. Titled Dragon's Dream, players will use their Saturns to connect to Niftyserve (think AOL, in Japan) over the 'Net. Once connected, players create a character, and become part of a huge fantasy world. Players can interact with other players from all over, explore vast dungeons or a host of other things (Ultima Online lookout).
- Capcom has announced Private Justice School, a new 3D arcade fighting game. The game takes place inside a Japanese school, with various students battling it out against one another. Each player picks a captain and supporting characters (like in their popular Vs. line), and combos and specials are easy to perform. Vampire Hunter 2 also just recently started popping up on test in Japanese arcades. SF Alpha 3 is also heading our way early next year.

VAPAN NOW UP TO THE MILLISECOND NINTENDO SUPER SCOOPS... THESE SHOTS CAME IN LITERALLY AT THE LAST SECOND! SORRY IT'S SO PLAIN BUT WE HAD TO JUST THROW DOWN. ALL DATES ARE PER JAPAN. BYE! F – ZERO 64 • COMING 1ST Q. '98



















ZELDA 64 • COMING IN DECEMBER



























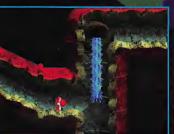
YOSHI'S STORY • COMING IN DECEMBER







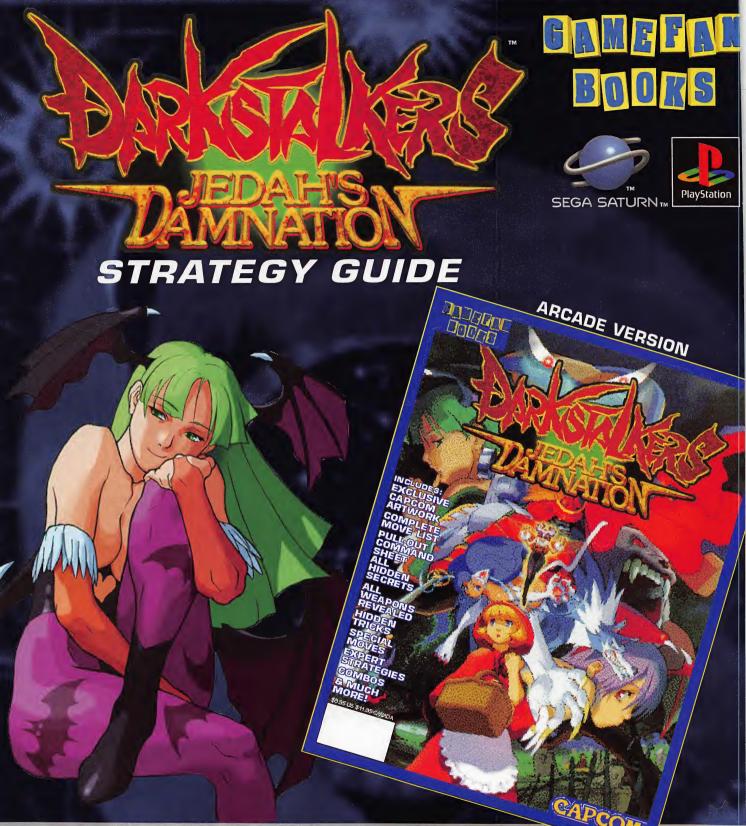












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Dear Postmeister,

Let me start off by saying that I am a HUGE Neon Genesis Evangelion fan. I know that there is an Evangelion game for Saturn in Japan. Unfortunately, I only own a PS and don't plan on buying another system for just one game. So, will this game or a different Evangelion game come out for PlayStation? I sure hope so!

Also, do you happen to know if there is going to be a Chrono Trigger 2? Because, in the FFVII behind-the-scenes interview with Nobuo Uematsu, he said, "I am working on a new project that I can't discuss at this time." Could this be Chrono Trigger 2? Please say it is! Thanks.

Michael Blaszkowski

P.S. 'Tsuki Ni Kawate, Oshioki Yo!'

Bad news, Michael. Sega owns the exclusive rights to any future console games based on Evangelion. The only other Evangelion games you'll find are for PC. As for Chrono Trigger 2, well, Square hasn't announced anything yet, but we did see a 3D model of Marle in a photo at Square's office way back when FFVII was announced. We still don't know what Nobuo Uematsu's 'secret' project is, but seeing as the composer from the original CT (Yasunori Mitsuda) is now working on Xenogears, it's possible that Uematsu san is doing CT2. Don't hold yer breath though, it can cause brain damage (Hmmm, maybe that's why I've been yearning for a good game of Doom).

Dear Postie,

By now, everyone in the world either owns a Sega Saturn, Sony Playstation or Nintendo 64. I, on the other hand, own none of these systems. Why? Because when I heard the news about the Hyper Neo•Geo 64, I flipped! I've been a follower of SNK's for quite some time and think their older games still hold up to today's games. I have a couple of questions about SNK's new machine and was wondering if you could help?

- 1. When exactly will we start seeing games for the machine? Also, when will the machine be released?
- 2. Will their be a home version of the Hyper Neo•Geo 64?
- 3. Do you have any specs on the machine?
- 4. Is SNK planning to make any more of their older titles for their 64-bit machine?

I know I'm jumping the gun since we've only seen a few photos of Samurai Shodown 64 but I'm stoked about a new machine from SNK! All I can say is: it's about time!

Scott Slicklen, Hampton, NJ

- 1. Samurai Shodown 64 and Round Trip RV should be out in Japan by the time you read this. No word on a US release date.
- 2. We've heard rumors that a home version may be out in Japan as early as this Christmas—break out the bee..err. milk!
- 3. Yes. But I don't have the space to print them all. Think 2D monster with hardcore 3D.
- 4. They stated that they will continue to produce 2D games as well as 3D, though they haven't mentioned any specific titles. KOF '98 anyone?

Dear Postmeister.

I have been a videogame enthusiast for the past twelve years and now work within the industry. During those twelve years I've seen some fantastic arcade games which have never been converted properly to home systems. Thankfully, some companies have started to release some of their older titles, like Outrun and D&D Towers of Doom. I've compiled a wish list of games that would be great on 32 bit. Hopefully you can give some indication on the likelihood of any of these games getting a release.

- 1. Ghosts 'n Goblins Collection-Surely Capcom can see that a compilation CD containing both arcade titles would be a red hot
- 2. Commando Collection—How about arcade perfect conversions of Commando and Mercs?
- 3. Turbo Outrun—With the original already available on the Saturn, it would be great to see the vastly underrated sequel given the same treatment.
- 4. Willow—I know you'll agree with this one.
- 5. Aliens—It's a travesty this brilliant Konami coin-op hasn't been converted.
- 6. Aliens Vs Predator-I have read some time ago that Capcom planned to convert AVP, but have not seen anything recently.

These titles are top of my list, but other games include Final Fight, Carrier Airwing, Captain Commando... In fact ANY Capcom compilation disc! I know GameFan recognizes the value of some of the older arcade games. so perhaps magazines such as yourself can let the likes of Capcom and Konami know that conversions of their classic coin-ops would be much appreciated.

Yours Sincerely, John Watson Renfrewshire, Scotland

Oche Aye! A letter all the way from bonnie Scotland. Well John, as far as we know, NONE of the games you mention are being ported to a 32-bit console. The closest Capcom has come to a classics disc is the Street Fighter Collection. We can only pray

that Capcom sees fit to re-release some of their older coin-op classics, like Konami and Namco have—I'm still holding out for a perfect port of Pong to the nextgen systems (ed's note: Posty has been in treatment for dementia over the past few months, you can send flowers care of his address).

Dear Postmeister,

Here are a few Q's I thought only you could

- 1. I'm not sure if I'm using the correct terms, but what are the advantages of using streamed CD audio vs. redbook audio?
- 2. At a bargain bin at Toys-R-Us I saw several copies of SF2CE for Genesis. What caught my eye was that they were packaged in the new paper boxes rather than the old clamshells. The box art was the same, but on the back it said 'distributed by Accolade's Ballistic label.' Since when did Capcom strike a deal with Accolade?
- 3. Why haven't add-on RAM carts been released for Saturn or PS over here?
- 4. Please, PLEASE bring back the Graveyard. I could think of many sleeper hits that need some reviving.

I've been with Gamefan since Issue 5 and you guys have never let me down. The quality of pictures, layouts, news, reviews and editorials exceeds anything any competitor puts forth. Travis Warren

- 1. Streamed audio allows you to load in game data and play CD quality music simultaneously. It also allows companies to make money (big money in Japan) by selling separate music CDs, since streamed soundtracks can't be listened to on an ordinary CD player.
- 2. Capcom and Accolade? Weird! Maybe it's a conspiracy. Maybe Capcom is Accolade. Maybe whenever Capcom made a really bad game, they'd release under the Accolade label to preserve their reputation. Sort of a gaming equivalent of an Alan Smithee film!
- 3. There is no RAM cart for the PS. And Sega won't release the Saturn RAM cart over here because it might increase sales, and everyone knows they want the Saturn to die so they can roll out their new system. Just kidding, Sega! 4. A full resurrection of the Graveyard is in the pipeline. Stay tuned.

Dear Post Toasties.

Jackson, KY

GameFan magazine is the best thing to happen since the gaming industry started. It's perfect, don't ever change a thing. Now I just read in Vol. 5 Issue 7 that Squaresoft is planning a movie based on FF. Will this be a movie on the PS, or a theatrical release? I also read that FF8 will be out in 1998. Is this true?

Now on to other things. Has Capcom released any other info on BoF3 and its release date over here? RPGs rule! Is there any chance that Arc the Lad 1 or 2 might be translated to English? My last question—after Ogre

Battle, is there any chance that we will we see a 32-bit version of Star Ocean or Tales of Phantasia? Well, that's it for me. So many RPGs to play, so little time.

Michael Vischi Norwich, NY

The FF movie will be a theatrical release, though Square says it will somehow be related to the story of FFIX. FFIII should be out by the end of '98. The only way you're going to see Arc The Lad is if a third party (like Working Designs) decides to bring it/them over. Look for the sequel to Tales of Phantasia on PS before the end of the year, and Star Ocean 2 next year. I can appreciate the 'so little time' comment: Ever try to do a full time postal job AND answer all these letters? Think I'm gonna go and get my shotgun cleaned...

Dear Postmeister.

I would like you to realize before I begin my agenda that your magazine is without a doubt the most reliable, informative and visually superior (thanks to glorious layout designs) out on the market today. Your reviews are fair, your team is relatable (how often do you see that?) and your insights are intelligent. I have been a loyal reader since issue #1, and I'm proud to be a part of the GameFan universe.

However, though you strive for perfection I have some slight accusa-

tions that I thought I would bring to your attention.

1. Your Tomb Raider review for the Saturn version seemed fairly inaccurate in my opinion. Having owned both (I owned the Saturn version first, then the PS version). I found them to be fairly similar. You should keep in mind that Tomb Raider is one of the most visually impressive games yet available for the PS and Saturn and the Saturn version is more than respectable in comparison.

2. I am slightly discouraged by the tremendous amount of attention regarding FFVII for the PS. I myself am eagerly awaiting the game, but I am not for a moment baring the optimistical approach that it will be THE greatest RPG of all time. Final Fantasy boasts graphics, music and sound, but the character studies and cliches used (with the exception of FFII) do not quite live up to the other RPG giants such as Dragon Quest, Y's or Lunar.

3. This next question may seem a tad dated, but I was curious as to why SF2: The Animated Movie has been so highly publicized. It was a good movie, but Fatal Fury: The Motion Picture was so much better. Fatal Fury had better animation, better characters, and a better plot. I am shocked that *FF* has been the underdog in both worlds of electronic games and

I appreciate your time, and best of luck in the future of GameFan Mark Whelan

Decorah, IA

While I'm all for constructive criticism, I think Mark's letter falls down on a few key points. 1. PS Tomb Raider absolutely destroys the Saturn version! It has better lighting, cleaner textures, more polygons and a better frame rate. 2. Whether FFVII is the greatest RPG of all time or not, it's still an epic, ground-breaking adventure that deserves all the attention it gets. 3. Actually, I agree with you on this one. The FF:TMP movie was better than SF:TAM (even if it did have a gratuitous Chun Li shower scene). But electronically? Fatal Fury a better fighting game series than SF2? I think it's time for a Postmeister re-education assignment: go let FF demo on your game machine (out of the corner of your eye) and then play Rise of the Robots for 24 hrs while catching glimpses of FF Subliminally powered into your brain, you'll never want to play FF again after that kind of association. Incidentally, this also works for people that want to diet, quit smoking and cure drug addiction.

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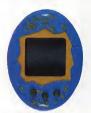


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We have arrived. Welcome to the Game Cave Revolution. At Game Cave we realize you have a choice. In a market saturated with multiple companies, advertisement solicitation, and Internet enticement bombardment, we feel an unnecessary war has been waged. You as a consumer as well as a gamer do not have tochoose Game Cave as your source of entertainment, but you have. Since our introduction on November 1st it has been just that, a revolution, and for one reason only, YOU! It's simple, we are just like you—we want the best that our industry has to offer. Remember the first time you were introduced to Pong, played Asteroids for the first time, or witnessed the majesty of Dragon's Lair? We know you remember the feeling, so do we. We as gamers have been around for a long, long time. Together we have seen an absolute industry evolution take place. Game Cave was created with the sole intent of starting a company evolution. We want to be your one source shopping for all your products. Imagine, if you will, for a minute, an enterprise where each call brings about satisfaction.



Whether you want games, toys, music, anime, import products, accessories etc., we have it. We at Game Cave understand that to game. view an astonishing anime, or build a masterful model, is not just a hobby, but instead, a LIFESTYLE. As our industry continues to grow in a direction of unfathomable proportion, we want you to join Game Cave along that path of growth. Always striving for the best in customer service, product knowledge and availability, as well as competitive pricing. We know that you as a consumer expect as much quality out of our company as you do your, games. (Bring on Tekken 3) Hey, just take our advertising for example; what graces our pages must follow strict guidelines of quality or we won't do it at all. We want you to look forward to our ads, specials, and all the products that we have to offer. In our appreciation of your overwhelming response to our company, this month Game Cave is giving you some hot specials on music, games, and anime.

ENJOY!!! ~ GC

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King of Fighters '96 Import Saturn



SquareSoft music Appreciation



Final Fantasy two for one offer

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ゴエモン5 任天堂 64 GOEMON 5 NINTENDO 64

"LET ME INTRODUCE YOU TO MY FRIEND"

~ He stands 5' 2", weighs 186 pounds, and sports a Mason Lintel spiked black haircut.

~ He speaks Japanese fluently.

~ He only associates himself with his small click of friends, Sasuke the boy ninja, Yae the Goemon squeeze, and Ebisumaru the abstract cross dresser and life long friend to the mystical ninja.

~ Favorite foods are sushi and potstickers.

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~ Favorite activities include riding around in his massive robot attack vehicle, wiggling around on his belly along the dirt, clubbing enemies in the head with golden pipe, and thrashing about like a maniac in his first ever 128 Meg N64 adventure.

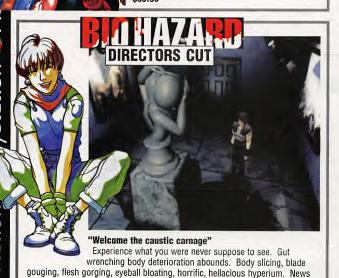
"ANTA GAICHIBAN"





"The dream returns"

Capcom has always created a dream-like atmosphere to their Breath of Fire series. BOF 3 takes us into a new realm in RPG entertainment. From the dramatic birthing of the baby dragon, to the wild mine cart ride, Capcom's golden stamp shines bright. \$68.95



flash, Mr. director, your a sick man. New scenes, new art, new gore enhance-

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"Temperamental angels"

polygon fighting infestation. \$73.95



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"Care for a game of life?" What can be said about Metal Gear solid??? PREPARE FOR YOUR LIFE TO CHANGE! This is not A GAME, it is literally life on a CD!!!!! \$73.95



I think the whole world now owns DBZ Legends. Fathom for a moment leg-

ends 50 fold. An absolute Super Saiyon spectacular! Temperamental angels, Son Gohan, Son Goku, Piccolo, and Vegeta smash some skull in their first 3D

"Sleep deprivation revisited" Around 2 years ago I experienced a game on the Sfam, unlike anything I have ever played. Front Mission was that title. After 2 weeks and 11hours of sleep I completed the game. (Pure brilliance!) Now the TRUE sequel finally has arrived. After viewing the first 15 minutes of the game I have come to one realization, gaming as a lifestyle will NEVER be the same! (PERIOD!) \$78.95

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"A musical saga"

Square Soft manages to always paint the perfect picture. An unlimited palette of perfection at their disposal. A society of geniuses collaborating to bring us all the finest, no matter what. Whether it's the programming, the choreography, or the composing and artistry, Square Soft are the masters of prestigious product. Kenji Ito, thank you for your musical brilliance! \$53.95 (3 CD set)



"Tactical symphony"

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TEKKEN 3 original CD

If you have stood in front of the Tekken 3 cabinet in the arcades, then you have obviously heard the #@!~*&+#@ absolute insane tunes pumping out of the speakers, correct?

"Expand your musical culture"

Well now it's time to bring it home. Tekken 3 original CD is a shred fest of bass pounding, techno squealing, ethereal ambient musical mayhem. \$38.95



"A brawl full of beats"

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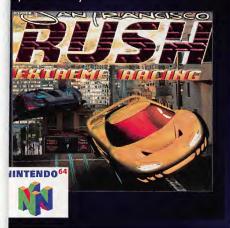
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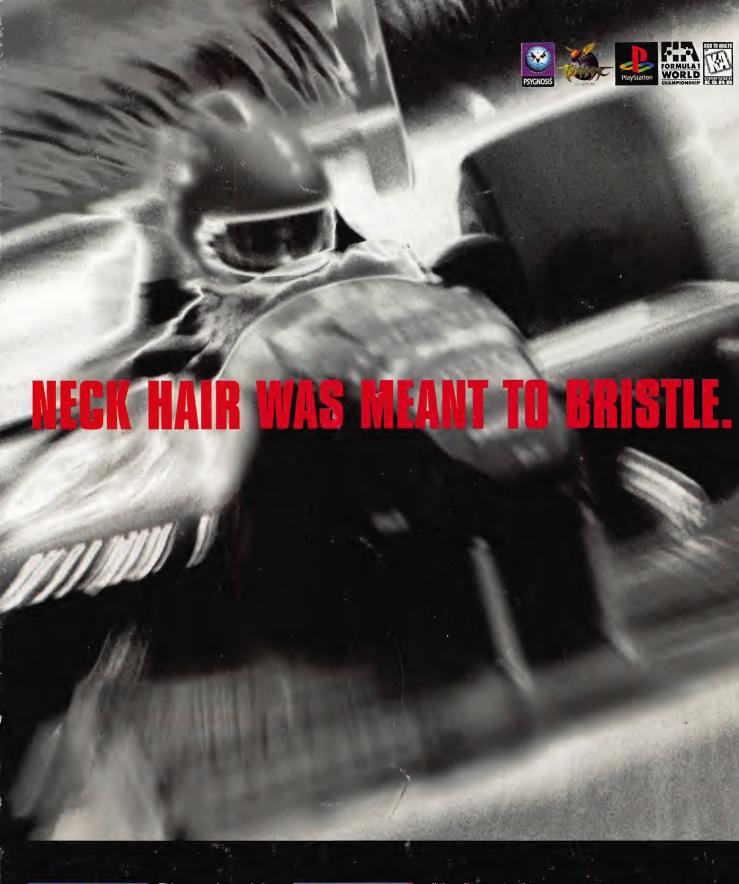
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This game rips asphalt. White-knuckle the wheel and feel those raw nerves pulse. 230 mph. Crashes so realistic, you'll beg for salve. Add



a little split-screen action so you can taunt your friends. Formula 1 has been reborn. Grab hold, Pierre. The back of your neck is going for a ride.

